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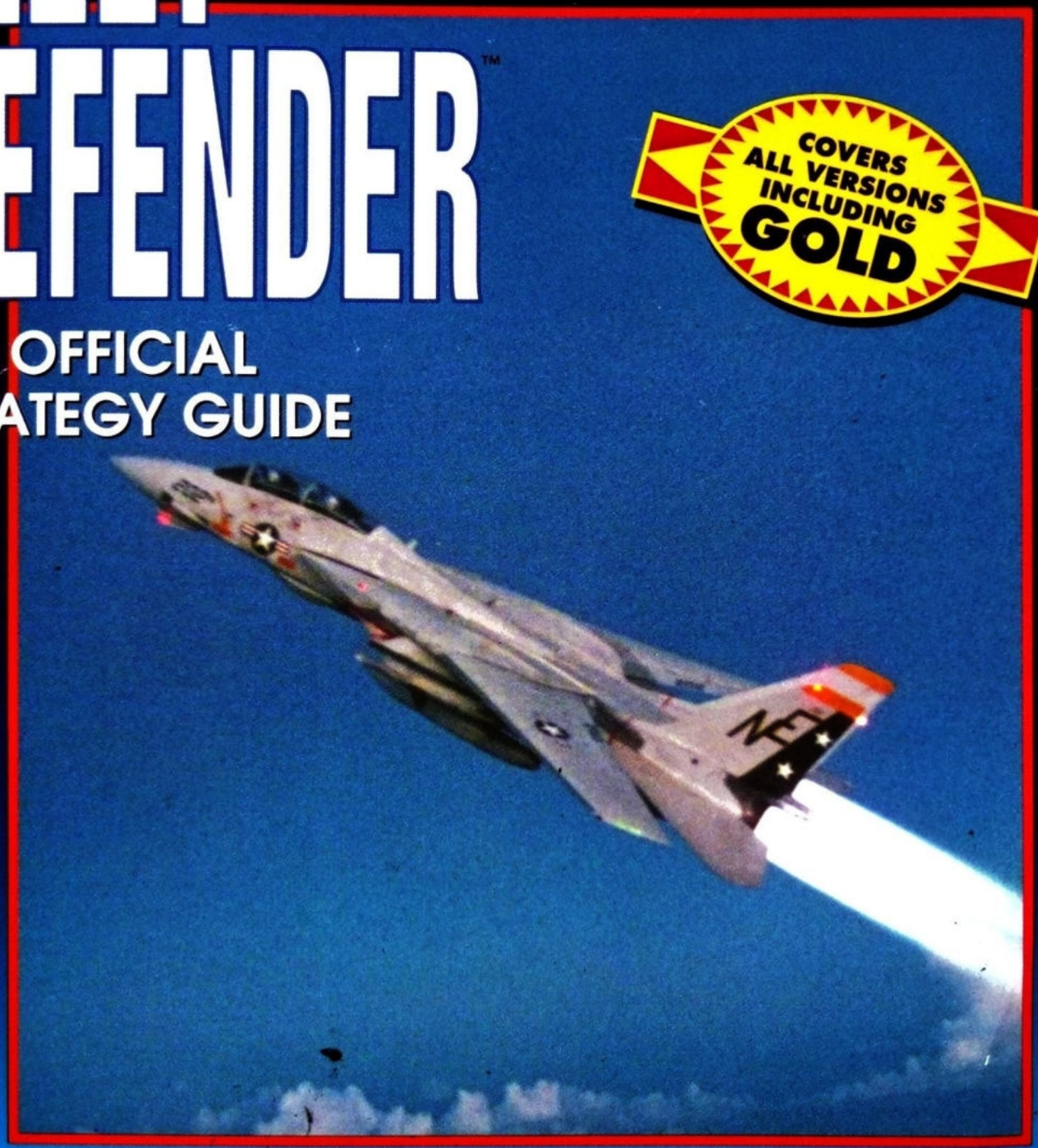

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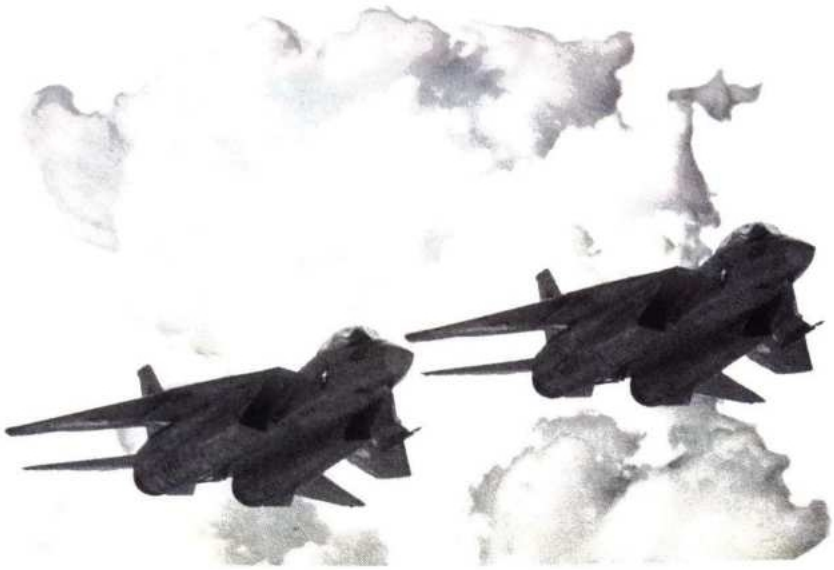

FLEET DEFENDER™

THE OFFICIAL STRATEGY GUIDE

BY
BRUCE C. SHELLEY

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Late in 1993, Larry Russell of MPS Labs, MicroProse Entertainment Software, first proposed that I write this strategy guide. At the time, MicroProse was considering preparing such guides for all their software releases and publishing these books themselves. Because so many old friends from my own MicroProse days had been involved with the project, I welcomed the opportunity before even seeing the game.

I counted on two factors: first, I was certain the talented staff assembled to develop the game would create a fine product; second, I was certain that my longtime friendship with much of the team would assure that I received all the help I would need. I was right on both counts.

I want to thank everyone involved in creating Fleet Defender, and especially those who helped me directly while preparing this guide. Larry Russell not only served for much of 1994 as the editor for all of the strategy guide projects, but he also was my main contact and source of materials. Larry wrote the game documentation and designed most of the missions.

Scott Elson programmed the missions and provided me with the files from which the mission information was obtained. For several weeks I was on the phone with Scott almost daily deciphering the code. Mike McDonald programmed the radars and provided me with several pages of valuable notes that were the basis for Chapter 2. Chris Clark also worked on missions and was considered one of the hottest Fleet Defenders. I relied on him and the quality assurance crew for much of the information in Chapter 3. When I needed an answer about game play quickly, Chris always had the answer. I need also mention George Wargo, a former F-15 pilot, who graciously led me by the hand through some of the intricacies of flight and air combat.

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meeting with most of his top Fleet Defenders: David Ginsburg, Walter Carter, Russell Clark, Andy Mazurek, Mike Wise, Scott Zlotak, and Bob Abe. Recordings of those conversations proved very valuable when the writing got underway in earnest.

John Possidente took over the outside writing projects in the middle of 1994 and I want to thank him for helping to bring the guide to completion.

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Bruce C. Shelley

INTRODUCTION

1

Within the first six months following its release, *Fleet Defender* quickly won acclaim as one of the most realistic and challenging flight simulators in the entertainment software industry.

Meanwhile, responses have been collected from the first generation of *Fleet Defender* players. These include information about the more difficult parts of the game to understand, strategies and tactics that have been discovered, and requests for additional information from the players themselves. This strategy guide addresses these player requests and passes along additional information that will add to your enjoyment of *Fleet Defender*.

Another purpose of this guide is to provide additional and correcting information that is not included in the original game documentation. In entertainment software development, the documentation that is included with the product is usually completed long before the software itself. Game development may continue for weeks or months after the manuals are sent off to the printer. Although most of the game design is finished in time for inclusion in the documentation, there are usually a few things added, deleted, or changed that don't make it into the game

manual. Reporting these differences is one of the purposes of this guide.

Finally, the release of *Fleet Defender Gold* adds six new campaigns and many new missions to the original game. This guide discusses these enhancements, as well.

Before describing the contents of this guide in more detail, let's discuss the design and implementation of *Fleet Defender*.

DESIGNING *FLEET DEFENDER*

The F-14 was selected for MicroProse's next flight game because a quality detailed simulation of modern carrier aircraft had not yet been achieved. The F-14 plays a unique role in the modern air battlefield, and the design team believed that simulating that role offered many interesting game situations.

Early on in the design process, the *Fleet Defender* development team decided on several goals. One goal was to strive for a high level of realism. Often in entertainment software, realism is ignored or downgraded in favor of gameplay—as it should be. But the designers felt that selective use of realism would enhance the game.

As part of the drive to provide a balanced combination of realism and entertainment, the designers built a rich mission environment in which the player plays one role while many other characters act out theirs. Although the player's actions are an important determinant in how individual missions proceed, other encounters may occur simultaneously that also contribute to the mission's outcome. This is known as the *big picture*. For example, while the player leads an escort team on an air strike in one part of the world, other friendly aircraft might attack another enemy installation. The overall success of the mission may hinge on the player's group's performance, but the player of other battles going on around him.

The big picture includes the normal CAP patrols around the carrier, ASW patrols, search and rescue helicopters on standby to pick up downed crews, the Hawkeye performing its AWACS mission, the other ships of the carrier task force, enemy recon aircraft, neutral air forces defending their airspace, and even the occasional civilian passenger aircraft passing by. The inclusion of the Reverse Tactical

View makes it possible for the player to jump to the scene of other action in the world. While he carries out his role, he can witness the performances on other parts of the stage.

The player functions as part of a team, in this case the F-14 squadron based on his carrier. While the player's personal success is the main motivation for play, the success of his squadron is also important and perhaps critical to a successful campaign. To ultimately succeed, the player must occasionally forego personal satisfaction in favor of team accomplishment. The player enjoys the payoffs of his own promotions and medals, plus those of his squadron. *Fleet Defender* offers the chance to play on the championship team, as well as the satisfaction of becoming Most Valuable Player.

The team aspect of *Fleet Defender* is somewhat of a break from the traditional view of solitaire entertainment software, in which the player is the hero. In that view, there is no team. Success or failure depends solely on the player. While the player has the opportunity to be the hero in *Fleet Defender* and must do very well at a minimum, he must share part of the action and glory with his squadron. At times in the game the player has little to do, because friendly F-14s win the air battles before you can make a significant impact.

To make all of this happen, the designers set smaller goals for the game that add to a significant whole. Among these are simulating the role of the F-14, providing a realistic and useful wingman, implementing a sophisticated artificial intelligence, and building campaigns of challenging and interesting missions.

Simulating the F-14

The F-14 Tomcat is a strategic interceptor. Its primary mission is to protect the carrier from air threats, primarily bombers that can carry cruise missiles. To fulfill this mission, the F-14 has a large operational radius and the ability to stay on station far from the carrier, so that incoming aircraft can be intercepted beyond the range of their cruise missiles. The AWG-9 radar system and the Phoenix missile give the F-14 the ability to project its interception capability 50 nautical miles (NM) or more beyond its CAP station. A major goal of *Fleet Defender* is to show how this strategic air defense of the carrier group works by making you part of it.

The F-14 also supports the air power projected by the carrier into any corner of the world. Another task of the F-14 is to escort air strikes from the carrier against land and naval targets. It can also escort land-based attack aircraft when other short-range fighters are not available, as in the case of the F-111 raid against Libya. In addition to its role as a strategic interceptor, the F-14 is a competent fighter. Many of the missions in the *Fleet Defender* campaigns demonstrate this ability.

The flight model and three-dimensional environment in *Fleet Defender* are among the most sophisticated to appear in an entertainment product. These advances make flying the F-14 look and feel real. At the same time, an introductory mode was added for beginners so that operating the radar, fighting, and landing the F-14 on a carrier would not prove too daunting.

The AWG-9 radar system makes the F-14 the "*Fleet Defender*" by giving it the ability to track 24 targets at once and target six with the Phoenix missile. Making the AWG-9 work in the game as it does in the real world is an important addition to the simulation's realism. The beauty of its implementation in the game is that it not only works well, but it enhances the feel and fun of commanding an F-14. The advanced modes of the radar do add some complexity, but veterans gladly accept a little more work in exchange for the new capabilities they gain.

Added complexity that mainly raises frustration is obviously a bad thing, but a little added complexity that greatly enhances options and interest is a good thing.

Wingman and Squadron

Great effort has been made to make your wingman a useful part of your team. Although this somewhat compromises the player's role as hero, it does allow you to control the wingman to a large extent—and the payoffs still reflect back on you. The wingman offers more interesting decisions and options for the player, which are the keys to good games.

Designers recognize that people derive fun from building or participating in something of importance. Allowing the player to direct his wingman helps the player become attached to him individually

and eventually to all the members of the aviator's squadron. As the missions of a campaign pass by, the player can watch his squadron build in rank, decorations, kills, and accomplishment. Each addition to the glory of the squadron is a payoff to the player.

The Artificial Intelligence

The success of any entertainment software product for solitaire play often hangs on the artificial intelligence (AI) that the player competes against. If the AI offers a poor challenge, then there are few interesting decisions for the player to make and overall satisfaction with the product is low.

The AI in *Fleet Defender* was given a high priority, and it shows. First, the design team worked on the ability of computer-controlled pilots to dogfight. Soviet strategies and tactics were studied with the help of experienced U.S. military pilots acting as consultants. Based on their diagrams, proper responses were programmed for air-to-air situations. Something like a decision tree was constructed for the AI, but it remains flexible and has the ability to change its response. For example, if you lock onto an aircraft, it makes evasion its priority.

Opposing pilots rarely do something really stupid, which is the mark of a good AI. Aircraft on both sides fly in a variety of realistic formations and use those formations for their intended purpose. There are suggestions of air doctrine for both sides. Soviet pilots have been programmed to behave as real Soviet pilots are taught to respond. In conjunction with the detailed flight model, program-controlled pilots provide reasonable opposition. They perform maneuvers, use their weapons, and are not sitting ducks.

Flights of two aircraft are made up of a leader and wingman. The wingman will support the leader, but the leader will not support the wingman. This is to prevent a giant circle from being created as aircraft after aircraft attempts to support its partner and no one actively tries to kill someone else.

There is an overall intelligence on both sides in each mission that monitors the action somewhat and allocates forces as needed when it can. This supports the concept of the big picture. There are simulated air commanders on both sides acting reasonably.

Missions

The campaigns and missions of *Fleet Defender* were designed with the advice of real pilots. They are intended to simulate the many tasks assigned to the F-14 and to show how the concept of modern fleet defense works. In each mission the player has a critical role but remains part of the team.

Several difficulties had to be overcome to get the missions to work as desired. The big picture had to be consistent among friendly forces, enemy forces, and neutrals. The balance of each mission had to be adjusted so that the player had a key part. Winning could not be impossible or trivial. To some extent, the difficulty of missions changes with the level of difficulty. An easy mission at one level is much more difficult when enemy pilots are rated very high. A certain amount of randomness ensures that the same mission doesn't play the same way repeatedly.

The development team is most proud of the game's big picture and rich environment. And with good reason—up to 70 objects may move around at any one time and all in a logical manner.

THE OFFICIAL STRATEGY GUIDE

This guide has been prepared for *Fleet Defender* newcomers and veterans alike. It provides new information and playing tips for both. The bulk of the guide provides descriptions of the missions that make up the 12 campaigns of the game, plus descriptions of the training missions conducted at Oceana. Let's move ahead with a brief description of this guide and some suggestions for using it.

Description

According to the feedback from *Fleet Defender* players, the AWG-9 radar system may be difficult to master for many people new to flight simulators. Experience shows there is no reason why this should be so, and veteran players claim the game is more fun and interesting when played with the advanced radar modes. Confusion over the radar is due partly to the fact that the game documentation was finished before the game programming had been completed.

Chapter 2 of this guide is devoted to a further explanation of the radar system. A lot of work went into the radar so that it would complement the realism throughout the game. This realism does add somewhat to the complexity, but the trade-off is the addition of new tactics, new options, and more interesting decisions. A number of tips have been included that may benefit even experienced players already using the advanced radars.

Chapter 3 is titled Aviator's Notes. It covers a range of topics and is intended to suggest new ideas and tactics for play. The material in this chapter supplements the game's documentation; it corrects a few errors, reveals some game secrets, reports some game features added late to the original or included in postrelease updates, and generally suggests how to fine-tune your play.

The fourth chapter discusses the Oceana Theater where *Fleet Defender* training is conducted. The various types of training sorties are described, including lists of forces on each side, the situation at the start of the mission, and the placement of forces. This information was not provided in game documentation and is not necessary for play, but you may find it useful, especially after trying the mission first without knowing what to expect. If you are confused about what happened or where somebody came from, reviewing the mission description can help clarify the situation.

Each of the last 12 chapters is devoted to one of the 12 campaigns in *Fleet Defender Gold.* A campaign is comprised of individual missions that you fly, one after the other, until the mission is complete. You complete a minimum of seven and a maximum of 13 different missions per campaign. Each chapter describes the situation leading to each mission, as well as the possible actions that may occur during the mission. A list of forces involved on all sides and an illustration showing the start position of various forces are also included in these chapters.

Using the Guide

All F-14 players should read through Chapters 2 and 3 to see what new information may be presented. Veteran players who have mastered advanced modes of radar may want to skim Chapter 2 for the few new points of interest it may offer.

The most valuable information in the book is provided in the chapters on the campaign missions. But try a mission first—perhaps a few times—without referring to this guide. Then refer to the mission description to pull back the curtain and see what is going on.

Each of the chapters devoted to campaign missions also includes the campaign mission tree. This tree shows how to flow through the campaign mission by mission. Losing a mission sends you down one path while winning sends you down another.

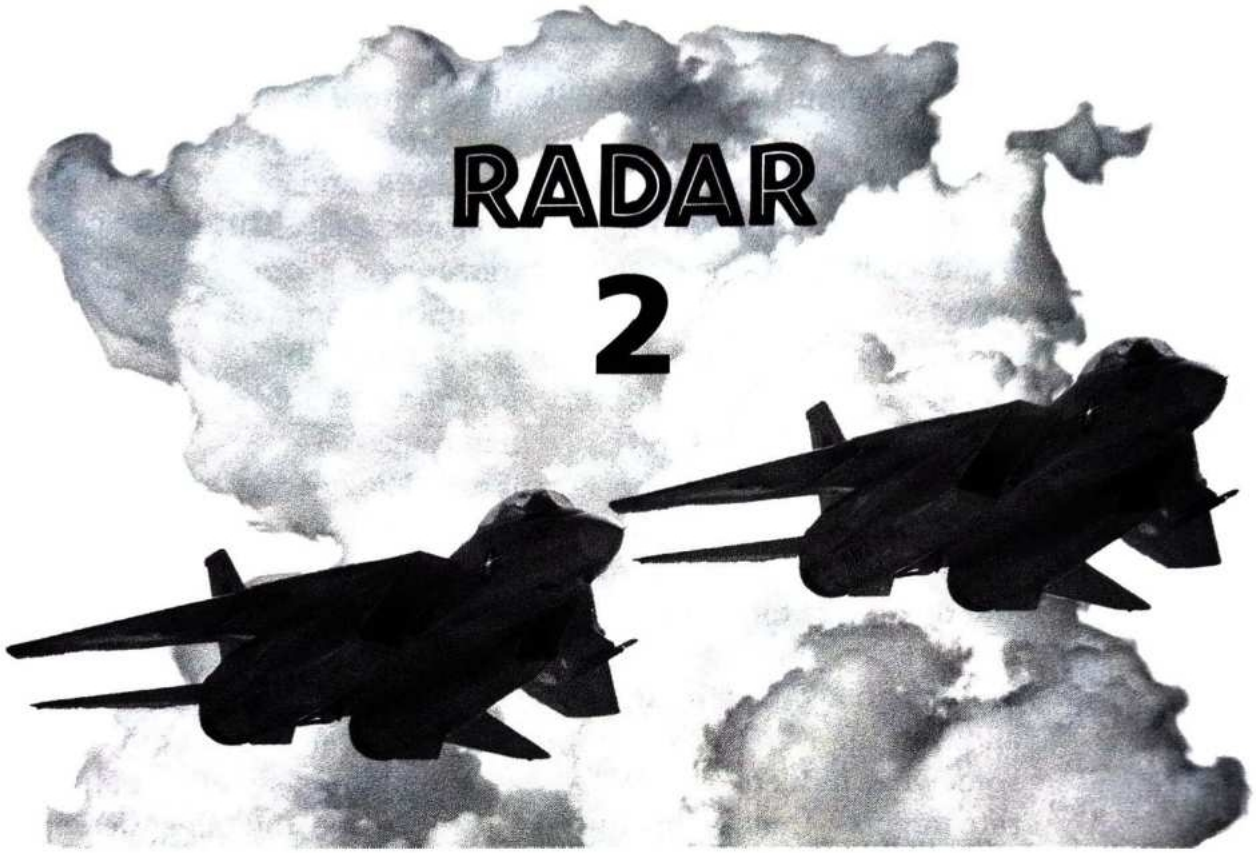
Note: The missions of each campaign are not always in consecutive order in the text, but in the order developed by MicroProse.

The mission descriptions are particularly helpful when you are frustrated by failing to complete a mission. The list of opponents and their placement may suggest new strategies and tactics for winning the mission. You may discover ways to avoid a particularly dangerous group of enemy fighters and to proceed so you can engage easier or more important targets. For example, you may see a way to close more quickly with bombers before they drop cruise missiles, which are so hard to shoot down.

Reviewing the mission after winning the game can also be fun. This enables you to more closely study what you were up against at your leisure, not just in the mission debriefing. The map shows which forces you tangled with and where other air battles probably occurred simultaneously with yours.

Mission descriptions also point out where any surprises may appear, such as the dragons in the North Cape Theater.

That completes the introduction to *Fleet Defender: The Official Strategy Guide*. It is now time to learn how to improve your play and increase your enjoyment of this great game.



RADAR 2

The designers of *Fleet Defender* attempted to make the game as realistic as possible yet fun. One aspect of the game that may initially seem especially daunting to new players is the radar. Authentic Mode radar in *Fleet Defender* is among the most sophisticated to appear in a commercial product so far. However, it is a mistake to assume that this aspect of the game is too difficult to learn or not worth the effort to master. With a little practice, you can learn the radar options in *Fleet Defender*, and thereafter, increase your enjoyment of the game. Experienced players know that understanding and using the various radar options makes for a better and more successful aviator.

To practice their radar skills, new players should fly the Radar Training missions in the Oceana world. Begin with missions 26 to 30. These five missions help you improve your ability to identify oncoming aircraft. They are also useful for general radar orientation and practice, because the aircraft fly straight and don't evade when you practice against them. As the aircraft approach, you can experiment with the three different levels of complexity and the various radar options available.

Throughout this guidebook the word *mode* is capitalized only when used in conjunction with the three major level of difficulty options: Standard Mode, Moderate Mode, and Authentic Mode. In all other cases the word appears in lower case. This is the convention used in the game documentation.

RADAR OPTIONS

The radar system on the F-14 is the Hughes Airborne Weapons Group Nine (AWG-9). This is not just a radar but a complete weapons system consisting of over 20 subsystems. The AWG-9 can track and display 24 targets simultaneously, plus an additional eight Data Link tracks. Target information on enemy aircraft tracked on the radar of an AWACS aircraft can be downloaded over these data links, allowing the F-14 to operate without its radar and thereby remain somewhat hidden. The AWG-9 can simultaneously attack six separate targets—thus, giving the F-14 its nickname, the "*Fleet Defender.*"

There are three different radar modes in *Fleet Defender,* each representing a different level of complexity: Standard, Moderate, and Authentic. Each complexity mode provides different search and track capabilities. The search capability is used to scan a portion of the sky around the F-14 in an attempt to locate other aircraft. The track capability is used monitor a known aircraft's position, especially in preparation to attack it.

Standard Mode

Standard is the lowest level of complexity, and it simplifies radar operations for the beginner. The most unrealistic of the three modes, it requires the least amount of understanding and work for the player to operate. Radar cross section of targets does not apply to Standard Mode; all targets are equally visible no matter how large or small their actual radar signature. Data Link targets are not available in Standard Mode, which is a significant disadvantage.

The huge search area of Standard Mode radar allows you to view a large volume of space in front of you. This is its main advantage. However, you can only track and lock onto one target at a time.

Other modes allow multiple target tracking, which is a key strength of the F-14's weapons systems. Range settings have no function in Standard Mode. It always detects targets out to its maximum range. In the more advanced modes, range does have function and adds more complexity to operating the radar. Finally, Standard Mode radar continually broadcasts your location to the enemy when the radar is on. Other advanced modes allow you some ability to remain hidden while you continue to search for and track targets.

To experiment with the Standard Mode radar, set the level of difficulty at either 1 or 2.

Standard radar is placed in either Search or Track mode.

Standard Search Mode

When you use Standard Mode radar, your radar automatically turns on and searches the sky in front of you at the start of training missions. The radar's range is also automatically set at 200 nautical miles. Turn on the auto-pilot and jump back to the Radar Intercept Officer (RIO) position to see the radar at work.

At the bottom of the Detailed Data Display (DDD), the word Search appears, reporting that you are in Standard Mode. Also look for two illuminated (red) buttons labeled RDR and SRCH to the right of the DDD. When lit, these buttons indicate that your radar is on and that you are in Search mode. You can ignore most of the other buttons for now. The only one that works in Standard Mode is the RDR button, which you use to turn your radar on and off. The others have no function in Standard Mode. Also note that the round button above the DDD labeled 200 is illuminated and red. This reports the current range setting on the radar.

Standard Search mode scans all of the sky in front of your F-14: from your left out to the horizon and around to your right, and from the ground directly below you out to the horizon and back to directly over your head. The radar beam reaches out approximately 150 nautical miles (even though the maximum range setting is 200). Think of the scan area as the interior of half of a ball that has a radius of 150 nautical miles. The nose of your F-14 is at the center of the ball at the slice, facing the half as shown in Figure 2-1. The ability to scan so large a volume of space is far beyond what the Moderate and Authentic Mode radar can do.

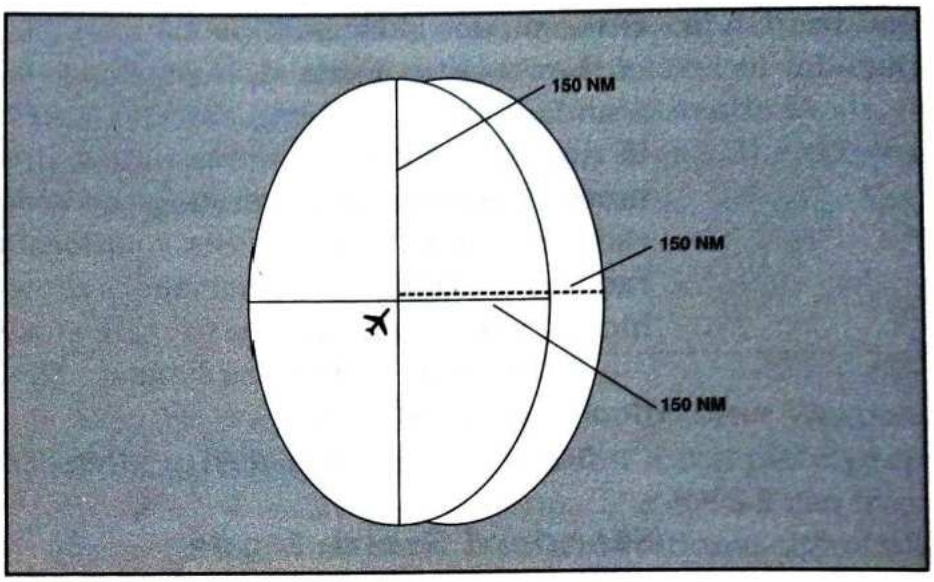


Figure 2-1
Standard Search Mode Scan Volume

Any aircraft within that 150-nautical-mile range and in front of your F-14 is picked up by the radar. Radar contacts appear on the DDD as small rectangular blips.

Search mode tells you little more than that something is out there. You can make a rough judgment on how far away it is and how far to your left or right. In Standard Mode, the front of your F-14 is represented by the bottom center of the DDD. The top of the DDD represents a distance of approximately 200 nautical miles. If the blips are halfway up the screen, they are approximately 100 nautical miles away. Each of the tic marks along the bottom of the DDD represents 10 degrees of azimuth. A blip one tic mark to the right of the DDD center line is off to your right approximately 10 degrees.

To obtain more accurate information about the object, such as altitude, speed, closure rate, and friend or foe, especially in preparation for attacking it, you must switch to Track mode.

Standard Track Mode

To manually switch to Standard Track mode, lock onto one of the blips picked up on your Search radar. (How to lock onto a target is discussed later in this chapter.) When you lock onto a target, the beam on the DDD stops scanning from left to right. Instead, the

beam holds its position directly on top of the blip on which you are locked. It scans back and forth over the object so quickly that it appears to be stationary.

At the bottom of the DDD, the word Track appears, indicating that you are now in Standard Track mode. Look to the right of the DDD and note that the SRCH button is no longer illuminated and that the STT button is. STT stands for Single Target Tracking mode, which is a more precise name for Standard Track mode. In STT mode, your radar no longer searches the half ball in front of you. Instead, it tracks the single target you selected and gathers detailed information about it.

If the difficulty level of your RIO Assistance is set at Standard Mode, your RIO automatically locks onto a target at his first opportunity and then informs you that he has done so—whether you want him to or not. If the target selected is not the one you wish, you may change targets by pressing the Lock/Cycle Targets key [Backspace]. *This procedure was put in place so beginners can easily lock on and start shooting. It can be annoying when you are trying to practice using the radar, especially in the advanced modes. Once you understand the basics of Standard Mode radar, change the RIO Assistance level to at least Moderate Mode.*

When you switch to Track (STT) mode, target information appears on the Head's-Up Display (HUD). A horizon line and Allowable Steering Error (ASE) circle appear on the DDD. The horizon line warns you of any turns that the F-14 is about to make while you study the DDD. The ASE circle is an aid for determining when to shoot. When the target is within the circle, the enemy is less likely to steer his aircraft out of your missile's path.

The lock on your target will be maintained so long as you keep the enemy aircraft in front of your F-14. At that point, you just get within range to fire a missile and wait until you have a good shot.

Moderate and Authentic Modes

Moderate Mode and Authentic Mode present a higher level of complexity and require more understanding, but these modes also offer some advantages. Radar is no longer available in the simple Standard Search or Track modes. Instead, several different radar options exist for both searching and tracking:

- Pulse Doppler Search (PDSRCH)
- Pulse Doppler Single Target Track (PDSTT)
- Range While Search (RWS)
- Track-While-Scan-Automatic (TWSA)
- Track-While-Scan-Manual (TWSM)
- Pilot Rapid Lockon (BRST or Boresight)
- Vertical Scan Lockon (VSL)

Moderate Mode is substantially more realistic and complex than Standard Mode. Authentic Mode offers a few features added beyond Moderate Mode. Unlike Standard Mode, which allows you to scan a large amount of sky, both Moderate and Authentic Modes require that you choose the amount of sky to be searched. The search areas that can be scanned in either of these modes are always smaller than those searched in Standard Mode. Authentic Mode differs from Moderate Mode, in part, because it requires the player to select specific scan pattern information for each search mode. Scan patterns are discussed later in this chapter.

Pulse Doppler Search (PDSRCH)

PDSRCH radar mode works in a manner similar to Standard Search mode radar with a few important exceptions. The first major difference is the scan pattern of the Moderate Mode radar. Instead of looking forward into the entire half ball of space in front of you, PDSRCH mode looks into a much smaller volume of space. Compare the volume of space searched in the options shown in Figure 4-30 on page 138 of the Game Play Instructions with the half ball of space discussed earlier in this chapter.

There are three options for PDSRCH mode scan patterns: wide, medium, or narrow. The width of the current scan pattern can be read at the bottom of the DDD. Scan patterns are discussed in more detail later in this chapter.

A second difference is that now your radar range settings do matter. When you set a range on the radar, it only reports signals received from within that range.

If you practice one of the radar training sorties suggested earlier, after flying several minutes contact blips begin to appear on the DDD. When the blips first appear, click on the 100 button above the DDD. The blips should disappear. By reducing the radar range setting from 200 nautical miles to 100, you tell the radar to ignore all signals received from beyond 100 nautical miles. Click on the 200 button to resume receiving signals from inside 200 nautical miles. This should restore the blips to the display.

The Standard Mode DDD acts like a real radar screen and reports approximations of the range and azimuth (left/right relation to your nose) of any blips. The Moderate Mode DDD does not act like a real radar screen. It still shows the azimuth of blips but not range. The vertical position of a blip on the DDD now also reports its closure rate—how fast you and it are coming together or pulling apart. If the blip is exactly half way up the DDD, it is maintaining a steady distance away from you. If the blip is in the top half of the DDD, it is closing in on you; and if in the bottom half of the display, it is pulling away from you. The closer the blip to the top or bottom of the display, the faster it closes in or pulls away, respectively.

To sum up, PDSRCH mode radar reports only that something is out there, its approximate azimuth, and how fast it is closing or pulling away. It does this only for the space covered by its scan pattern out to a maximum range of about 150 nautical miles. It does not report range information or allow you to lock onto targets, and the Tactical Information Display (TID) does not operate in PDSRCH mode. PDSRCH also reveals your location to enemy receivers. It is the best long-distance search radar you have. But once an object is detected, you should switch to another operating mode to obtain range information and to set up your attacks.

Pulse Doppler Single Target Track (PDSTT)

PDSTT mode radar is identical in function to the Standard Track mode radar within the limitations imposed by using Moderate Mode PDSRCH radar, upon which it is based. Once you have a blip on the DDD in PDSRCH mode, lock the radar onto the blip. How to lock on is discussed later in this chapter. Locking your radar onto a target automatically switches you over to PDSTT mode. The radar now concentrates on this single airborne target and tracks it. Information about the target's range, altitude, and rate of closure now appears on the TID.

The limitations of PDSTT are that it can track only one target at a time and it alerts the target that it has been locked onto. This normally induces evasive action from the target, making him harder to kill. It may, nevertheless, be a good choice when you are concentrating on one target in a dogfight. It is also a good choice when you intend to fire an AIM-7 Sparrow missile, because this missile requires that you maintain the radar lock until the missile hits. Since you can have only one of these missiles in the air at a time and it has a relatively short range, PDSTT is a good choice for tracking the target while the attack unfolds.

Range While Search (RWS)

RWS is a second radar search mode available in Moderate and Authentic Mode. It has the important advantage over PDSRCH of being able to gather some target information. Target icons are now displayed on the TID. An approximation of the target's range can be made from the TID by comparing the target blip's position to the current scale of the display. For example, if the range of the TID is set at 100 nautical miles and the blip is in the center of the display, you can guess that the target is approximately 50 nautical miles away.

Using RWS helps with your situational awareness, because it allows the TID to provide a top-down view of the airspace to your front. However, all radar contacts are unknowns.

RWS mode radar must be set in one of the three Moderate Mode scan patterns, in a manner similar to PDSRCH mode.

RWS appears superior to PDSRCH, but there is one disadvantage not explained in the game documentation. PDSRCH can detect targets at 150 nautical miles. RWS cannot detect targets until they are within 90 nautical miles. This range limitation makes RWS inferior to PDSRCH for searching until targets fall within 90 nautical miles. The obvious tactic is to use PDSRCH until the target reaches that range and then switch to the more useful RWS.

Track-While-Scan-Automatic (TWS-A)

TWS has two tremendous advantages over both Standard Track mode and Moderate or Authentic PDSTT mode: it can control a Phoenix missile attack against a target without having to lock onto that target, and it can simultaneously track and attack six targets. Using TWS radar in conjunction with the long-range, fire-and-forget Phoenix missile is a deadly combination. Because your radar is not locked onto your target, the enemy has no warning that he is under attack. The Phoenix is launched from long range, and the target is usually unaware that a missile is approaching until it is too late.

The multiple-tracking feature of TWS means a single F-14 can stand off 80 nautical miles, simultaneously target six enemy aircraft, and launch missiles without ever being in danger. Unless the enemy is especially alert or lucky, there is a good chance that all six aircraft will learn of their peril too late to prevent destruction.

Switch to TWS-A mode from the RIO's seat. At the DDD, click on the TWS-A button. When you switch to either of the TWS modes, the width of the radar beam will drop to either medium or narrow. TWS radar operates only in the Moderate Mode medium- and narrow-beam widths (or the Authentic Mode equivalents), because it must refresh its information very quickly.

TWS-A mode radar is read and operated from the TID. On this screen all targets within range are shown by symbols. The shape of the symbol reveals whether the contact is unknown, friendly, or unfriendly. To the right side of each unfriendly symbol, a number appears, ranging from 1 to 6. The maximum number depends on the number of Phoenix missiles you have on board. The numbers are automatically assigned by the radar, in the order of greatest threat to you. This is where the automatic in Target-While-Scan-Automatic comes from. Number 1 is the closest target and thus considered the greatest threat. Number 2 is the next closest target, and so on.

When the targets on the TID that you wish to attack have been assigned numbers, you are ready to fire. Wait until the targets are within range and then fire one Phoenix missile for each target. As you fire each missile, the target symbol disappears because a missile approaches. The numbers next to the remaining targets decrease as each missile fires. After the first missile is fired, target 2 becomes target 1. After you fire at it, the third original target becomes 1 until fired upon.

When you first launch a missile, the enemy may detect a search radar coming from your direction, but he is unlikely to be too concerned, because you have not locked onto him. Ideally, the missile flies toward his position and then activates when close. At that point, the enemy knows he is in trouble. If the missile activates close enough, the target has little chance to evade before it closes and detonates.

TWS-A mode is best used against targets at long range that don't yet suspect they are in the fight. This system was especially designed to intercept bombers and other aircraft that approach aircraft carriers. The TWS intercepts and targets these hostile aircraft long before they pose a threat to the carrier and before they realize an attack against them is possible. Aircraft that are approaching in formation and flying steady are especially vulnerable to the long-range Phoenix, because it is set to activate somewhere along the expected flight path of the unsuspecting targets.

One limitation of TWS is that you must continue to scan the target while the missile approaches. So long as you maintain the target scan, the AWG-9 system can monitor both the missile and target. The missile is quietly guided and kept inactive until it reaches a good attack position, at which point the AWG-9 instructs the missile to activate. If the scan is lost, the radar cannot monitor the flight path of the target and correctly guide the missile. At that point, the missile activates and attempts to find the target on its own. This usually alerts the target in time to evade, and the missile is wasted.

Track-While-Scan-Manual (TWS-M)

TWS-M is almost identical to TWS-A with one important difference: TWS-M does not automatically assign target numbers to radar contacts shown on the TID. Instead, you manually select the order in

which targets will be attacked. You can skip targets or attack from the rear forward or in any order.

To designate a target, click first on the Designate Target (DT) button just below the TID. The button turns red to signify that you can now designate targets. Move the mouse pointer over the TID target symbol you wish to designate as your first target and click on it. The number 1 appears to the right of this icon, marking it as your first target. Designate the remaining symbols you wish to target. You can designate one target for each Phoenix missile you are carrying. When you are satisfied with your firing order, you are ready to fire off the missiles.

If you wish to change the firing order after you have begun designating targets, click on the Clear Targets (CT) button just below the TID. This clears all of the target numbers placed so far. Now you can start over with your target designations.

Boresight (BRST)

BRST, or Boresight, is technically known as Pilot Rapid Lockon (PRL), but the term boresight is easier to remember and conveys the principle behind the technology. Boresight mode is designed to speed the process of locking onto a target during the violent maneuvers of air combat. In a dogfight, you must turn, climb, and dive on a dime, and you haven't the time nor a free hand to go through the standard target lockon routine with your radar. Boresight mode helps you out.

While your radar is on, regardless of current mode, press the Boresight/VSL Toggle key [End] to activate Boresight mode. Check to see whether a small Boresight circle appears on your HUD or the designation BRST appears just below the DDD at the RIO's seat. You may have to toggle the key twice to activate Boresight mode.

The Game Play Instructions booklet says on page 132 that the Boresight indicator in the pilot's cockpit illuminates when Boresight mode is activated. Though this feature was intended for inclusion in the game design, it does not currently exist.

Maneuver so that your opponent appears inside—or flies into—the Boresight circle and he is within five nautical miles. This automatically locks him up. If more than one aircraft enters the circle simultaneously, your radar locks onto the nearest one.

The instant you lock onto the target aircraft, your radar automatically switches to PDSTT mode and continues in that mode so long as the lock is maintained. If your break the lock, your radar automatically reverts to the Boresight mode.

Vertical Scan Lockon (VSL)

Vertical Scan Lockon is a second radar option available for use during the tight maneuvers of a dogfight. Normal radar scans left to right, like a windshield wiper. In a turning dogfight, you often pull back on the stick as you attempt to turn towards an enemy aircraft turning just as hard to get away and behind you. In this case, it is better for the radar to sweep up and down, rather than left to right. This is what VSL does for you, which makes it easier to lock onto a target flying just above the edge of your turning nose.

VSL activates in the same manner as Boresight mode. Press the Boresight/VSL Toggle key [End] once or twice until VSL is activated. VSL is activated when a floating lock-on diamond rotates on the HUD from top to bottom. The sole function of this diamond is to let you know the VSL is on. At the RIO's seat, VSL is noted under the DDD.

VSL radar scans from +55 degrees above your nose to -15 degrees below. If the target flies within five nautical miles and the radar sweeps over it, VSL immediately locks it up. At this point your radar switches over to PDSTT mode. If you lose the lock, the radar reverts to VSL.

RADAR SCANNING

Radar scans the sky with a radar beam emitted from a basepoint. If the beam hits an object within its range, some of the radar's beam reflects off the object. This reflection is picked up by the radar and is reported on-screen, indicating the object's location in the sky. Real radar cannot scan large areas of the sky at one time. Instead, a narrow beam of radiation repeatedly sweeps across a fixed area. The radar system's ability to locate objects in the sky depends on several variables: the strength of the radiation beam, the size of the

area being scanned, and the radar cross section of any object within the search area.

The stronger the beam, the greater the chance that radiation will be reflected back to the radar screen. The larger the area being swept, or scanned, the longer the period before the beam returns to any part of the search area. Once the beam passes over a section of the search area, several seconds may elapse before the beam again scans that particular point. High-speed aircraft can cover a significant distance in a second or two. Objects with high radar cross sections (a large surface area or other features that reflect radar beams) are easier to spot and vice versa. Stealth aircraft are very hard to spot on radar because their radar cross section is so minimal.

Depending on the radar mode you are using, you may be able to adjust the size of the radar scan to best fit your needs.

AWG-9 Scan Patterns

The AWG-9 radar scans different-sized areas of the sky, depending on the scan pattern selected. A radar scan pattern is determined by two elements: number of bars and azimuth. The number of bars represents the thickness, or height, of the radar beam. The azimuth of the scan is the width of the search area.

Think of the scan area as the front windshield of a car and the radar scan as a wiper blade stretching from the top of the window to its bottom and placed in its center. The number of bars represents the height or length of your windshield wiper. It may reach from the top of the windshield to the bottom, or may only reach part way up or down. The number of bars on the F-14 radar can be set at 1, 2, 4, or 8 bars, with 8 representing the tallest scan pattern. The azimuth is the distance that the wiper (or radar beam) reaches from the middle of the windshield. The azimuth settings can be +10°, +20°, +40°, and +65°. An azimuth setting of +10° means that the radar beam scans 10 degrees left and 10 degrees right from the center of the F-14, for a total search range of 20 degrees.

The number of bars and the azimuth of the scan pattern determine the extent of the radar search area. The radar will search the volume of the sky encompassed within the scan pattern parameters and relative to the position of the F-14's nose. Think of the wiper

moving back and forth, left to right, across the windshield–except that the wiper is really a narrow radar beam reaching out into the sky in the direction the F-14's nose is pointed. The search area can be increased or decreased by lengthening or shortening the beam (bars) or by increasing or decreasing its left-right movement (azimuth).

Scan Pattern Parameters

In Standard Mode, the AWG-9 radar has no real scan pattern. Any target located in front of the F-14 and within range is picked up on radar and can be locked onto. In Moderate or Authentic Modes, the scan patterns you select depends on the search mode you use: PDSRCH, RWS, or TWS.

Each scan setting provides its own advantages and disadvantages. For example, if you set the radar to search a large portion of the sky (in Authentic Mode, the maximum setting is eight bars, +65°), you can search a large area and might, therefore, expect that not much will avoid detection. Unfortunately, a great deal of time can pass before the radar completes one search of that large area. An 8-bar, +65° scan pattern takes 13 seconds to complete the full search. If you and an enemy approach one another at 500 knots, the passage of 13 seconds can mean the fight is over for you because you don't see the oncoming aircraft.

Consider the example of a prisoner attempting to scale a prison wall at night. If he can make his move after the search light passes, he may be able to get over before the light comes back. If the guards could scan the walls with lights every second or so, the inmate has little chance to get over without being seen. The longer the period before the light returns, the better his chance for escape.

When you really need a fast radar return on a particular part of the sky, choose a smaller scan pattern setting such as 4 bars, +20° or 2 bars, +40°. The area of the sky searched by these patterns is not as large as the maximum pattern, but in an encounter with the enemy you want to know where he is at all times. The 8-bar, +65° pattern is good for surveillance before you detect something; but once you do, switch to a smaller pattern with its faster search.

Table 2-1 Moderate Mode Scan Pattern Parameters

Configuration	Bar	Azimuth	Search Modes
Narrow	8	+20°	PDSRCH,RWS, TWS
Medium	4	+40°	PDSRCH, RWS, TWS
Wide	2	+65°	PDSRCH, RWS

The obvious disadvantage to smaller search patterns is that you can miss enemy aircraft not directly in front of you.

Moderate Mode Scan Patterns

The Moderate Mode radar provides three preconfigured scan patterns: narrow, medium, or wide. The parameters of these patterns are shown in Table 2-1. This table also shows which of these patterns is available for the search modes: Pulse Doppler Search (PDSRCH), Range While Search (RWS), and Track While Scan (TWS). Note that the only difference between these options is that the wide pattern is not available for TWS.

The width of the current scan pattern appears at the bottom of the DDD. To switch between the three patterns, press the Adjust Azimuth key [Ins].

Depending on the type of keyboard, the Fleet Defender program may automatically activate Num Lock so that the keypad keys function as numbers. In this case, the Adjust Azimuth key [Ins] will not work. If it doesn't work, hold down the Shift key to disable the Num Lock and try again. You should be able to switch scan patterns now.

Authentic Mode Scan Patterns

Authentic Mode provides 16 possible scan patterns: you may combine any of the four available bar settings with any of the four available azimuth settings. All of these combinations are available for PDSRCH and RWS modes, but not for TWS. There are only two possible TWS mode scan patterns: 2 bars, +40° and 4 bars, +20°.

ACHIEVING TARGET LOCKON

Locking onto a target with your radar serves two purposes. First, radar lockon enables the weapons systems aboard to gather data about the target's position and movement. This information makes it possible for the guidance systems of radar missiles to find the target in the sky and, once the missile is launched, to control the missile's flight to the target. Second, the same target information is made available to you so that you can analyze what the target is, what it is doing, and where it is going. Long before you can actually see the aircraft, you obtain important information about it, including its heading, speed, altitude, and closure rate.

Radar lockon is also important if you wish to fire a heat-seeking missile. When you activate a heat-seeker, its warhead scans the sky for a target. If your radar is locked onto a target, the heat-seeker attempts to lock itself onto the heat signature of the radar-locked target.

For these reasons, if an enemy aircraft locks onto your aircraft, beware. This means someone is tracking you, perhaps in preparation for a missile attack. Conversely, locking onto an enemy aircraft is often the preliminary step to launching your own attack.

Beginning players should learn to lock onto a target first in Standard Mode and then quickly graduate to the more realistic and interesting problems involved in locking on in PDSRCH and RWS modes.

Note that the Track-While-Scan modes and Data Link allow you to target aircraft without locking onto them. These advanced modes enable you to track and target more than one enemy aircraft at a time without alerting them to your presence, as locking on does.

Standard Mode Lockon

In Standard Mode, all missions begin with the radar already turned on. You begin in Standard Search mode, looking into all of the space in front of your aircraft out to about 150 nautical miles. From this Search mode there are two methods for locking onto a target.

First, if you can see a potential target in front of you through the HUD, just press the Lock/Cycle Targets key [Backspace] repeatedly until the target you want to lock onto has the diamond lock symbol

around it. This signifies you have locked onto that target. The first key press locks onto the nearest target. Further presses switch the lock to the next nearest target, then recycles through the remaining targets starting again with the closest target. This key also works if you are in the RIO's seat, looking at the DDD. When blips detected by Search mode radar appear on the DDD, press this key to lock onto a target. Subsequent key presses switch to other blips if they are present.

When you cannot see targets because they are too far away, you can still lock onto them from the RIO's seat. When a contact blip appears on the DDD, move the mouse pointer onto the display. The pointer turns into two short, parallel, horizontal lines. These are called the targeting gates (or cursor). In the Game Play Instructions booklet they are called acquisition bars (or Ack bars). Position the targeting gates over the radar blip that you wish to target and then click. This locks the radar onto that target and switches your radar immediately to STT mode, as discussed earlier in the chapter.

Once locked on, you can shoot a missile at the target. However, it's a good idea to perform an Identification, Friend or Foe (IFF) check before you activate the type of missile you wish to fire. When the target is within range, launch the missile most likely to do the job.

PDSRCH and RWS Lockon

These search modes are available in Moderate and Authentic Modes. When you begin a mission in either of these modes, be sure to turn on your radar. Remember that turning on your radar creates radiation emissions that can be detected by the enemy.

When you turn on the radar, it is automatically set to PDSRCH. Go to the RIO's seat and look to the right of the DDD to verify the SRCH button is illuminated. Also, at the bottom of the DDD check to see that it reads PDSRCH plus an abbreviation for the size of the radar scan pattern (narrow, medium, or wide). If you wish to switch the radar to RWS mode, click on the RWS button.

To review briefly, the differences between PDSRCH and RWS are: (1) RWS provides approximate range information about targets on the TID while PDSRCH doesn't; and (2) PDSRCH can detect targets out to 150 nautical miles while RWS can only detect out about 90 nautical miles.

Change the scan pattern while you search for and after you first spot targets. This enables you to see other nearby targets you may otherwise miss if you stay in one pattern.

Once target blips appear on the DDD, you can lock onto one if you wish. At the DDD, use the mouse to move the targeting gates over the blip you wish to lock on and click. This locks onto the target. Your radar immediately switches to PDSTT mode, and the lockon diamond appears on your HUD if the target is within the airspace within your view.

With the target locked, you are ready to launch a missile.

Losing Radar Lock

Radar lock is lost when the radar beam no longer scans over the target. The beam no longer reflects back, and the target's location is lost. All information about its position and motion is also lost. The target's symbol disappears from the TID, its blip disappears from the DDD, and the target diamond disappears from the HUD. If you wish to fire a missile at the target, this is no longer practical, because the missile guidance system has no reference point for guidance.

Losing radar lock is especially damaging if you have already launched radar missiles. The AIM-7 Sparrow cannot find its target unless guided all the way by your radar. If radar lock is lost, the missile will almost certainly miss. The AIM-54 Phoenix missile is also guided by your radar until it gets close and its own radar is activated for the final run. If radar lock is lost on a Phoenix target, the missile immediately activates and attempts to find the target itself. This often means that the missile misses because the target may be alerted early enough to the missile's presence to enable it to evade the missile.

Once you launch a radar missile, stay in the aviator's cockpit and attempt to keep the target diamond centered in the HUD while the missile is on its way. This may be most difficult when firing a Sparrow missile. This missile has a relatively short effective range and is normally fired during a dogfight. You can expect your opponent to maneuver violently as he attempts to break your radar lock.

RADAR TIPS AND TROUBLESHOOTING

The following comments address some specific aspects of operating the AWG-9 system in *Fleet Defender.*

In General:

1. Make sure your radar is on.
2. Activate the weapon you are most likely to need first. Usually, this is the Phoenix missile, if available, because it has the longest range.
3. At your first opportunity, get the F-14 level, turn on the autopilot, jump to the back seat, and check the range on the DDD. When you begin a mission, you usually set at the maximum.
4. Look to the right of the DDD and below it to ensure you are in the radar mode you want. At the start of a mission, you generally do not want to be in BRST or VSL mode.
5. In Authentic Mode, be careful when selecting the size of your search area (number of bars and azimuth). If you select a very thin area, such as 1 bar, +65°, it will be very difficult to detect targets in front of you.
6. Remember that in Authentic Mode, radar cross sections are in effect. If you attempt to catch and destroy cruise missiles skimming 100 feet above the waves, you must get very close (probably within 30 nautical miles) to obtain a lock and make a kill.
7. Remember that PDSRCH can spot targets at 150 nautical miles, but RWS can't spot you until they get within 90 nautical miles. Initially, search with PDSRCH; then switch to RWS so you can gather information on your TID.
8. Effective use of the TWS/Data Link and Phoenix missile in combination is the strength of the AWG-9 system and the best way to defend the fleet.

Radar Screen Explanations

The Detailed Data Display (DDD) is the radar display at the top of the back seat console. The DDD shows raw radar data in a variety of presentations depending on the radar mode selected.

Standard Search mode shows targets on the DDD in azimuth (horizontal distance from the center of the display) and range (distance from the bottom of the display, which represents the front of your F-14).

Pulse Doppler Search (PDSRCH) mode shows targets on the DDD in azimuth and rate of closure (objects in the top half of the display are nearer and close faster when toward the top of the display; objects in the bottom of the display are further away and pull away faster when toward the bottom of the display; objects in the middle of the display hold a steady distance).

When you have locked onto a target, the DDD switches to Pulse Doppler Single-Target-Tracking (PDSTT) mode, which shows the target azimuth and range. This mode also provides range information for your weapons (see the following tip).

Another Fleet Defender feature added too late to be included in game documentation is weapon range information displayed on the DDD while in PDSTT mode. Activate an AIM-7 Sparrow missile and then look at the left side of the DDD while in PDSTT mode. You should see two light green hash marks inside the far left tic marks. The bottom hash mark shows the minimum range (Rmin) for the AIM-7, and the top hash mark shows the maximum range of the missile (Rmax). You can compare the location of the target blip to the hash marks. If the blip is within the hash marks, the target is within effective range of the missile.

The range buttons above the DDD show the current range displayed on the DDD. The illuminated button is the current range. If the switch is set to 20 nautical miles and a target is at 30 nautical miles, the target will not appear on the DDD. The range buttons tell the radar to ignore all signals from beyond their setting. Range can be changed by using the Zoom key [Z] or the Expand key [X], or by using the mouse to click on the range buttons.

The Tactical Information Display (TID) is the screen at the bottom of the back seat console. You must press the Look Down key [2] to see this display.

The Standard Mode TID is a fishbowl view of the air around you. Your F-14 is always in the center of the display pointing toward its top. Around you are colored icons representing aircraft within the range currently set for the TID. You can change the range of the TID

by using the Zoom key [Z] and Expand key [X]. Friendly aircraft icons are blue, including the icon representing you. Enemy or neutral aircraft icons are red. Icons appear in four types: fighter, bomber, ship, and SAM radar. When you lock onto a target, a white box appears around its TID icon. Assigned waypoints are marked with green triangles.

The Standard Mode TID provides information not readily available in one place like this to real aviators. It is designed to help beginners understand what is going on around them. With Standard Mode, you can quickly identify the location of all nearby aircraft.

The Moderate and Authentic Mode TID shows only what is found within the volume of air you scan—not the 360 degree fishbowl view of Standard Mode. In these modes, the TID shows actual AWG-9 symbols reporting range (vertical dimension) versus bearing (horizontal dimension). In PDSTT mode, only one target appears on the TID, and you can read its altitude, closure rate, and aspect angle. Target information is only displayed on the TID for RWS, PDSTT, and TWS modes. Data Link targets can also be displayed on the TID.

When targets move within the range of the TID and your radar is in one of the proper modes, target symbols appear on the screen. TID target symbols are shown on page 122 of the Game Play Instruction booklet.

The little tails extending from the TID target symbols show the target's aspect angle. The word tail is really a misnomer, because this small line more accurately shows the head of the target. The rear of the aircraft is represented by the point where the line attaches to the target symbol. The unattached end of the line represents the nose of the aircraft. Figure 2-2 shows what the TID symbol would look like for an enemy aircraft traveling toward you from your left to your right. These TID target symbol tails were added to the game too late to be included in the documentation.

The current range of the TID is shown in a window at the top of the display. This range can be changed by using the Zoom key [Z] or Expand key [X]. Objects outside of the selected ranged do not show on the display. As a group of objects approaches your aircraft, it may be useful to zoom the range so you can more easily distinguish individual targets.

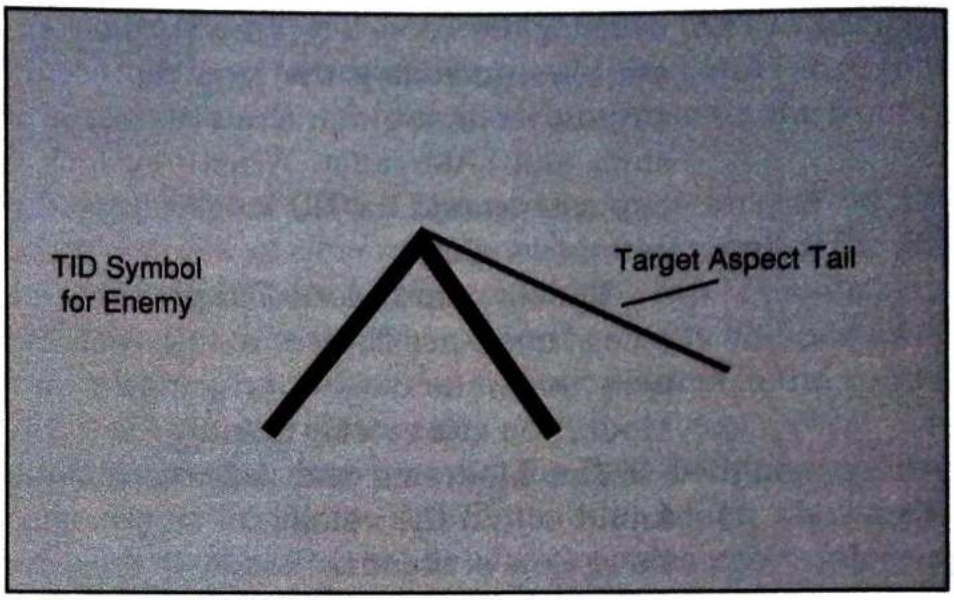


Figure 2-2
Sample TID Target Symbol With Target Aspect Angle Tail

Radar Cross Section

The radar cross section of an object is a measure of its ability to reflect radar beams. This is also called the radar signature. The amount of the radar beam reflected back upon striking an object depends on the "blockiness" of its shape and the amount of surface it presents. The greater the blockiness and surface area of an object, the larger its radar cross section and the easier it is to detect using radar.

Radar beams are radiation, like light. Smaller objects reflect less light and are harder to see at a distance; larger objects reflect more light and are easier to see. The same principle applies to radar beams. When the radar signal from an F-14 hits a target with a small radar cross section, the return is weak and the target is difficult to detect. If a B-52 bomber and a much smaller cruise missile were both 90 nautical miles away, you are likely to detect the B-52 long before the cruise missile.

In both Standard and Moderate Modes, all objects are equally visible to your radar, regardless of size. Radar cross sections apply only for Authentic Mode radar. There are five training missions that provide practice in detecting objects of different sizes. This practice is only available when your radar is set at Authentic Mode.

Table 2.2 RIO Assistance Levels	
Standard	Gives bogie and bandit clock calls.
	Automatically locks radar onto enemy targets.
	Deploys countermeasures.
	Reports damage to F-14.
Moderate	Gives bogie and bandit clock calls.
	Deploys countermeasures.
	Reports damage to F-14.
Authentic	Gives bogie and bandit clock calls.
	Reports damage to F-14.

The game documentation says that radar cross section also applies to Moderate Mode radar, which was intent at the time the manuals were prepared. The final game design, however, does not include this capability in Moderate Mode.

RIO Assistance Levels

The Tomcat is a two-person aircraft that requires both aircrew members to function capably at their respective tasks. In *Fleet Defender,* RIO assistance helps you operate the F-14. You adjust the amount of help received from your RIO by choosing one of the three modes of complexity. When you select Standard Mode, the RIO gives you the maximum amount of help. Authentic Mode provides the minimum RIO assistance. Table 2-2 shows the type of RIO assistance provided at each difficulty level.

Bogies are unknown airborne objects. Aircraft that have been identified as enemies are called bandits.

The automatic lockon by the RIO in Standard Mode is intended to make it easier for beginners to locate and shoot down enemy aircraft. It can be annoying to more advanced players. When the automatic lock becomes more of a hindrance than a help, advance your RIO assistance to Moderate Mode.

The difference between Moderate and Authentic Modes is one of complexity, not realism. In Authentic Mode, only the player deploys

countermeasures, because it increases the player's decisions and makes the game more challenging. In real life, the aviator works with the RIO to deploy countermeasures and does not control them alone.

Using TWSA and TWSM Modes

The following procedure walks you through the steps used to conduct long-range attacks in TWS mode.

Activation and Setting Scan Patterns

Activate both your Phoenix missiles and your radar. Remember, your radar emissions may enable the enemy to detect you.

Go to the backseat and watch the DDD until contact blips appear. Switch to RWS mode. If the blips disappear, they are too far away for that mode, so go back to PDSRCH mode. When you can finally switch to RWS mode and keep the blips on-screen, switch again to either TWS-A or TWS-M mode. TWS-A is probably best for your first experiences with TWS.

Select an appropriate scan pattern. Moderate Mode produces a medium or narrow pattern. No notation appears at the bottom of the DDD to indicate the scan pattern. Instead, watch the beam move left to right across the DDD. If it sweeps only two tic marks to the left and then back, it is a narrow pattern. Four tics indicate a medium pattern. You can also read the azimuth setting by looking left from the backseat. The azimuth switch will be set at either 20 (narrow) or 40 (medium) in degrees.

Authentic Mode requires that your radar is set to one of two scan patterns: 2 bar, 40 azimuth or 4 bar, 20 azimuth. The only way to check this is to look left from the backseat at the switch settings. You can change the bar and azimuth settings, if needed, by pressing the Adjust Bar Setting key [Home] and Adjust Azimuth key [Ins]. Press these keys as you look left from the backseat and watch where the switch moves.

As mentioned earlier, the program automatically enables the Num Lock for some keyboards. To disable the Num Lock and enable the bar and azimuth settings, press the following keys all at the same time: the Shift key [⇧Shift], *the Adjust Bar Setting key* [Home], *and the Adjust Azimuth key* [Ins].

Target Identification

When blips appear on the DDD and you switch to TWS-A at an appropriate scan pattern, look at the TID below the DDD. Detected targets appear on the TID, usually marked as unknown objects.

Now perform an IFF check on each of the targets appearing on the TID. Click first on the Highlight Target (HT) button at the bottom of the TID. This changes the pointer into a cross hair when you move it onto the TID. Move the cross hair over one of the unknown target symbols on the screen and click. This highlights the target symbol. Now, press the IFF key. The target symbol changes on the TID to reflect whether the target is friendly or potentially hostile. Repeat the IFF checks on all unknown targets. When you have identified all the targets you wish to attack as hostiles, click on the HT button to turn it off.

Target Designation

If you are in TWS-A mode, the target selection process occurs automatically. A number appears to the right of each target symbol. The target closest to you is designated number 1, and so on, up to the limit of Phoenix missiles you carry. If you have six missiles on board, TWS-A will designate six targets if that many are available.

In TWS-M mode, you must manually designate your targets. To do this, click on the Designate Target (DT) button below the TID. Once again, the mouse pointer turns into a cross hair when placed over the TID. Move the cross hair over the first target symbol you wish to designate and click. The number 1 appears to the right of the target symbol, designating it as your first target. You may continue designating targets until you reach the limit of missiles you carry. If you wish to change your order of designation, click on the Clear Targets (CT) button below the TID and start over.

When several targets are displayed on the TID at the same time, they may overlap, making it hard to distinguish which is which. If that happens, zoom in the TID. This spreads out the targets enough so they can be distinguished.

Reading Target Information

Target information about the first designated target appears at the top of the TID. You can assume this is the most important target because of its proximity to you. If you wish to obtain information about another target, click on the HT button and then the target you want to learn about. The information at the top of the TID now pertains to this target.

Launching Missiles

At this point, you have identified the hostile targets and designated their attack order. Yet, the enemy knows nothing, except perhaps that a radar source exists at your location. Since you have not locked onto him, he probably remains unaware of your impending attack.

Watch the TID and look for the designated target symbols to flash. This indicates that the target is within range of your Phoenix missile. Go back to the front seat and look for the target diamond on the HUD. This indicates the location of the first target you designated. Center this target diamond in the HUD and keep it there. Fire your missile.

At the moment you fire, the remaining targets automatically shift priority by one level. Target number 2 becomes number 1, number 3 becomes 2, and so forth. When these targets come within range, you can fire at them as well. You can fire a maximum of six Phoenix missiles at six different targets in quick succession, sending them all on their way at the same time.

Once you have fired, you want to keep the target diamond centered in the HUD to hold the target within your radar scan. This may be if you fire at multiple targets spread far apart, because only one target diamond is on the HUD at a time. If you launch from sufficiently long range and your targets are in formation together, you should be able to hold them all in the scan pattern.

The Phoenix is guided toward its target by your radar in TWS mode. This does not give the target any indication a missile is headed for it, because the missile's own radar is inactive at this point. When the missile gets close to the target, it activates, locks onto the target, and flies right at it. This alerts the target of its peril but probably too late to avoid destruction.

If the target moves outside of your radar scan, the TWS loses it and can no longer feed heading data to the missile. When this happens, the missile activates and attempts to find the target on its own. If this happens too soon, the target may be warned in time to evade the missile. For this reason, an attack against multiple targets works best when they are at long range and close together so the scan can cover them until all of the missiles close.

If the scan is maintained, one target after another must face head-on the sudden approach of an activated Phoenix missile, leaving the enemy with no recourse but to bail out.

Data Link Targets

Data Link targets are detected by radar on other friendly aircraft, and they electronically relay their tracking information to your radar system. In effect, you download their radar information and track the airborne objects they see without using your own radar beams at all. The powerful advantage Data Link targeting provides is that no emissions are given off by your aircraft to reveal your position. If the enemy can't find you on his own radar, you remain hidden while you observe the air situation using someone else's radar eyes.

You can access Data Link targets by clicking on the Data Link (DL) button found below the TID. An illuminated button means you have established a Data Link, and any possible targets being tracked by your ally's radar appear on your TID.

Data Links are most often established with AWACS aircraft. An F-14 aviator can normally link with the E-2C Hawkeye that flies over his carrier group at all times. AWACS aircraft carry powerful, all-around radars that can observe the air space around the carrier where you operate.

Data Link targets can be displayed on either the TID or on Horizontal Situation Display (HSD) when it is converted to a TID repeater.

Up to eight Data Link targets can be displayed on the TID. The Data Link target symbols are the same as the ones used by your radar scan system, except that the Data Link symbols (or threat indicator) appear upside down. For example, an enemy aircraft tracked by your radar appears on the TID as a triangle with the angle pointed upward. An enemy aircraft tracked by Data Link appears as a triangle with the angle pointed downward.

Data Link allows you to aim a Phoenix missile at an aircraft that you are not tracking with your own radar. With your radar off, the enemy has little warning of your presence or the danger he encounters. Another advantage of Data Link is that it maintains target tracking for the outbound missiles and usually brings them very close before they activate. This works well in multiple-missile attacks, because it may be difficult to maintain the scan from your aircraft against multiple targets as the missiles close.

Because the Data Link guides the missiles you launch, it is even possible for you to turn away from the oncoming targets. You can stay well out of danger while the Data Link finishes your missile attack for you. If something goes wrong, you can turn around and still keep any remaining targets within your firing range.

Using Air Combat Maneuver (ACM) Radar Modes

F-14 aviators can access two radar modes specifically designed for use during ACM. These modes allow the aviator or RIO to automatically acquire target lockon during the often frantic maneuvers of air combat. The first ACM mode is Boresight (BRST). It allows the aviator to lock onto a target directly in front of the aircraft. The second ACM mode is Vertical Scan Lockon (VSL). In this mode, the radar sweeps up and down in a narrow beam, from -15 degrees to +55 degrees in elevation from the nose. This is very helpful for acquiring lockon when pulling a high G (gravitational pull) turn during pursuit of a target.

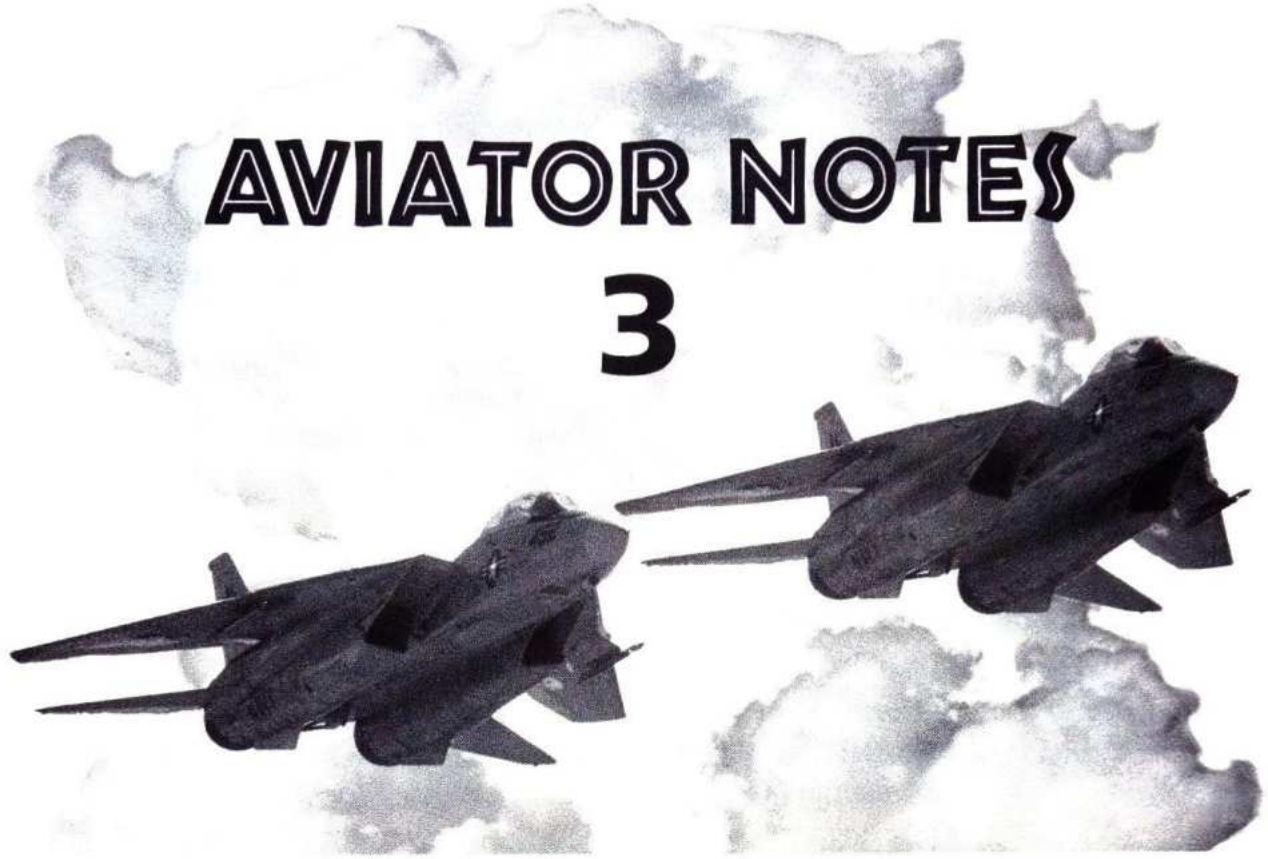
To use either BRST or VSL, first make sure your radar is on and that you have selected the missile you wish to fire. Press the Boresight/VSL Toggle key [End] to select either BRST or VSL. If a mode other than the one you need appears, press the key a second time.

In BRST mode, a small Boresight circle appears on the HUD. In VSL mode, the target diamond searches vertically on the HUD in a slightly circular up—down (nutating) motion.

Fly your aircraft within 5 nautical miles of your target. This is the maximum range for lockon by these ACM radar modes. In Boresight mode, you must get the target directly in front of your aircraft, if only for an instant, to lock onto it. In VSL, the target can be well above or somewhat below the nose of your aircraft to be caught in the radar's sweep and locked on.

When you lock on using either of these ACM modes, your radar immediately switches to PDSTT mode, and tracking information appears on your HUD, on the DDD, and on the TID. You may be able to launch a missile immediately upon achieving lockon.

AVIATOR NOTES 3



This chapter is a catchall of notes and tips about playing *Fleet Defender*. Many of the ideas presented come from suggestions collected from the people who playtested the game, and others come from the design team. This chapter touches on many different aspects of the game, but especially air combat.

Combat is the key aspect of the game. The F-14 is a strategic interceptor fighter that takes on several different types of missions on behalf of its task force. All of these missions involve engaging and defeating enemy air forces in the area. The more competent you become flying and fighting the F-14, the more fun it is to play *Fleet Defender*.

Before you continue with this chapter, the *Fleet Defender* design team has a riddle for you. It is possible to fly enemy aircraft in the Scramble missions, but to do so you must discover the clues hidden within this riddle: left wing, pink O, radical. The solution to this riddle is found in the last section of this chapter, Soviet Scrambles.

STARTING A MISSION

Experienced players routinely switch on some systems just before taking off on a new mission. Getting these out of the way before you are airborne leaves you free to concentrate on finding the enemy and fulfilling your mission as soon as you launch. There are several suggested steps you can complete just before and right after you launch, so you won't have to deal with them later in combat.

Preflight Checklist

Get in the habit of performing a short pre-flight check just before take off. Use the following checklist of suggested things you can do to prepare for a new mission.

- **Loadout** It is always wise to verify and adjust your loadout before you press the Takeoff Button. The default loadout may not be a good mix of missiles for your mission. At the Arming screen, choose the loadout you want. Consider the briefing and any other available information describing what the mission entails. Choose a mix of missiles that will help you meet mission goals. Remember that your wingman takes the same loadout you choose.
- **Radar On** In Standard Mode, your radar automatically switches on and to Search mode with a range of 200 nautical miles. In the advanced modes, you must turn it on manually and select the parameters. You have several choices. One option is PDSRCH set at range 200, which spots targets at the greatest distance. Some players start out in TWSA or TWSM set at 200 nautical miles. Although their radar cannot see out to 200 nautical miles, when they do spot something, they can immediately identify the bogeys and target missiles. In Authentic Mode, you probably want a wide azimuth and medium bar setting, such as 4 bars, +65°.
- **Data Link** Turn it on. The TID may immediately display information you can use to identify your opponents and to plan your attacks.
- **Master Arm Switch** Turn it on.

- **Activate Missile** Prioritize your Phoenix missiles, if you have any aboard. If not, activate the Sparrow missile.

After you have worked down the list, you can press the Afterburner Engage key [A] to launch.

Postlaunch Checklist

Immediately after you leave the carrier's deck, take the following steps in preparation for carrying out your mission:

- **Gear Up** Raise your landing gear to reduce drag.
- **Hook Up** Raise your tail hook to reduce drag.
- **Hawkeye Picture** Request a situation report from your AWACS aircraft. If there are bogeys nearby, turn toward them if that is consistent with your mission briefing. Investigate the bogeys and begin attack preparations.
- **Ready 5 Assist** If you suspect you may need assistance when you close on the enemy, call for the Ready 5 Assist as soon as you launch. Press the Ready 5 Assist key [Shift]-[F1], and two F-14s (ready in 5 minutes) launch right behind you. If you don't call for help now—before you are in over your head—the Ready 5 may not reach you in time.
- **Wingman** Give your wingman an order—any order, for the time being. If you don't give him an order, he adopts the cruise formation, to your right and rear. This is not a combat formation. Later, if you need him to attack or take other action, you must first give him new orders, a delay you may not be able to afford.
- **Cruising Altitude** Climb until you reach a cruising altitude, then level out. Experienced players climb on afterburner at around 200 knots with a climb of 10 to 15 degrees until they reach 15,000 to 25,000 feet. They then cruise at this altitude, which is a good compromise for searching above and below your altitude.
- **Afterburner Off** Press the Throttle Back key [-] to turn off the afterburner. This conserves fuel.
- **Begin Target Search** Check the TID for tracking reports from your radar and from the Data Link. Check your target altitudes and headings, and conduct your IFF checks in preparation for shooting.

AIR-TO-AIR WEAPONS

The F-14 can carry four different weapons for use in air-to-air combat: the AIM-54 Phoenix missile, the AIM-7 Sparrow missile, the AIM-9 Sidewinder missile, and the Vulcan 20-mm cannon. At the start of each mission, you can choose the mix of missiles you wish to take along. You carry the Vulcan cannon on every mission.

Each of the three missiles has limitations and advantages. Each is best suited for certain types of encounters and not suited for others. Understanding the abilities of each missile helps you to choose a proper loadout for each mission and to use each weapon effectively in combat.

AIM-54 Phoenix

The Phoenix is the long-range missile in your arsenal. Used in combination with the TWS mode radar and Data Link, it can be fired at targets far beyond visual range while your aircraft is kept out of danger. When used in this manner, the Phoenix extends the defense of the carrier out to great distances, preventing enemy aircraft from getting within range to launch cruise missiles or other weapons against the carrier.

- **Range** The Phoenix has a range in excess of 80 nautical miles and can be fired at targets much farther away if the target is flying toward you. A comfortable firing range is 50 nautical miles or less if shooting at the rear of a target, and 80 nautical miles or more if shooting at a target that is closing. *Fleet Defender* playtesters believe they can fire at a target as far off as 150 nautical miles if the target is closing. The Phoenix has a minimum range of 6 nautical miles, which limits its use in close dogfights. If the target is, or will be, within that range when you meet, your missile misses.
- **Operation** Fire the Phoenix at targets that you lock onto or that you track in TWS mode or from Data Link. If you can maintain the lock or tracking, the missile is quietly guided close to the target. At that point, the missile activates and uses its own radar homer to guide itself to the target, and detonates. If the lock or tracking breaks while the missile is

quiet, the Phoenix immediately activates and attempts to find the target on its own. This alerts the target to the missile's approach and reduces the chance of a strike, because the target usually takes evasive action.

- **Tactics (PDSTT Mode Radar)** When in range, lock onto a distant target and fire the missile. While the missile is in transit, keep the target diamond centered on the HUD to maintain the lock until the missile hits. The disadvantages of this tactic are that you can only keep locked on one target at a time, and the enemy knows that he is locked onto. He may take evasive action, even though he doesn't know for certain that a missile has been fired at him. If he turns and runs and has enough leeway, he can outrun the Phoenix's range.
- **Tactics (TWS Mode Radar)** Designate your targets on the TID or let the radar do this for you in TWSA mode. Once sure that none of your targets are friendly or neutral, launch one Phoenix missile for each designated target, up to six (the maximum number of Phoenix missiles you can carry). Continue to fly toward your targets to keep them on radar while the missiles approach. If you turn away, target tracking is lost, and the missiles activate prematurely.
- **Tactics (Data Link)** Leave your radar off to remain relatively hidden from your targets. If possible, maneuver around them to attack from their rear. Designate hostile targets you wish to attack. When within a comfortable range, launch one missile for each designated target. Continue flying toward the target and maintain the Data Link until the missiles hit (don't change altitude dramatically or make any sharp turns).
- **Preferred Targets** Beginning aviators often think of the Phoenix as primarily a bomber killer. Because new aviators usually operate in Standard Mode radar, enemy planes become aware of their presence and impending attack when they are locked onto. Fighters may be able to evade long-range Phoenix shots, but bombers have such limited maneuverability that they are still likely to be shot down.

  Advanced aviators who use the TWS mode radar and Data Link find that the Phoenix is deadly against all aircraft at long range when used properly. Playtesters at MicroProse developed a tactic whereby you sneak up on targets from behind using the Data Link. They claim you never miss when the Phoenix is employed in this manner, even against the most sophisticated Soviet fighters. The Phoenix is intended for use against incoming bombers and other attack aircraft, but most F-14 aviators are quite satisfied to take out an Su-27 without ever getting close to it.

The Phoenix can be used effectively against cruise missiles, but you need to be within 50 nautical miles if you chase them, because they fly relatively fast.

- **Poor Targets** The Phoenix is not your best choice against older fighters and helicopters, which can be dispatched with less expensive missiles. It is also not a good weapon choice during a dogfight, because it is relatively slow compared to the other missiles you carry and more easily evaded. Also, the action of many dogfights takes place within the 6 nautical miles minimum range of the Phoenix. It can't be used within that range.

Sparrow

The Sparrow is the mid-range missile in your arsenal. It is a radar-guided missile, and its main advantage is that it is the fastest missile available to you. The Sparrow closes with its target quickly, providing less opportunity for evasion. Among the playtesters, some disdained the Sparrow because of the limitations of its operation, discussed below. Others found its high speed valuable. When fired from a good position, the Sparrow is very likely to hit.

The Sparrow cannot be fired from TWS mode or using a Data Link. Only one Sparrow can be used at a time.

- **Range** The Sparrow has a range of 26 nautical miles but should be used at closer range, because the target is normally aware of being under attack. If you fire the missile at its maximum range, your give the target a maximum amount of time to evade. The Sparrow has a minimum range of two nautical miles. If you launch it at a target that is within or will be inside that range when they meet, the missile does not yet activate and misses.
- **Operation** You must lock onto your target before firing the Sparrow. Once the missile is launched, you must maintain the radar lock to guide the missile home to its target. The Sparrow homes on the reflective beams returning to your radar beam. If the lock is maintained, the beam continues to paint the target, and its reflection guides the missile. If the lock is lost, the missile has no guidance and becomes a spear in the sky.

- **Tactics (PDSTT Mode Radar)** Lock up your target and keep the target diamond centered within the HUD. You may find it useful to look below the HUD at your Horizontal Situation Display (HSD) and to switch the display to a TID repeater (press the HSD/TID Toggle key Shift-R.) From the TID, you can quickly see the aspect angle of your target. If you maneuver a head-on or tail-on shot, fire the Sparrow when the target is within range. If you get a deflection shot toward the side of a target, bring your nose around to slightly lead him and then launch. Once you launch, keep the target within your HUD to maintain your radar lock.
- **Tactics (Boresight Mode Radar)** Place your radar in Boresight mode and point your nose directly at the oncoming aircraft. Once he is within 5 nautical miles you automatically lock him up. This switches your radar to PDSTT immediately. Launch your missile as soon as you lock him up. Fly right at the target to maintain your lock. If you wish to angle off slightly, perhaps to help evade a missile he has fired at you, turn slightly but attempt to keep the target diamond just inside the edge of the HUD.
- **Tactics (VSL Radar Mode)** During a turning engagement, use VSL to lock onto a target just in front of your turn. You can lock up a target just out of sight above your HUD using VSL radar mode. As soon as you lock up the target, launch your missile. Hold your turn to maintain the lock until the missile hits.
- **Preferred Targets** Use the Sparrow against any individual target within its 26 nautical miles range. It is preferable to the Phoenix within this range, except when you face multiple targets. In that case, the multiple targeting ability of TWS allows you to fire Phoenix missiles at several targets at once.
- **Poor Targets** No target is unsuitable for the Sparrow. The only consideration is whether these missiles should be saved for those targets that are most important to achieving your mission objective.

Sidewinder

The Sidewinder is a short-range missile suited for the knife fights of air battles. It is a heat-seeking missile and does not need radar guidance. Once fired, you no longer control it. It hits or misses on its

own, dependent to a large extent on your position and proximity to the target when you fire the Sidewinder.

The *Fleet Defender* playtesters highly regard the Sidewinder and find it nearly infallible. Its ability to hit regularly is due, in part, to the fact that the Sidewinder must be fired at close range. But then, most experienced players usually wait until they have a good shot to fire, anyway.

- **Range** The Sidewinder has a maximum range of less than 5 nautical miles. You generally want to fire closer than this if you are behind your target. The shorter the range, the less opportunity the target has to drop flares and turn to avoid the missile. The Sidewinder has no minimum range worth considering—it is ready to destroy its target right after launching.
- **Operation** Once activated, the Sidewinder seeker head searches the sky to its front to locate a suitable target. The audio cue for this search is described in the Game Play Instructions booklet as a growl. On your HUD, the cross hair symbol representing the seeker nutates, looking for a target. When the seeker head locates a heat source, the growl changes to a solid tone and the cross hair symbol locks onto the target on the HUD. If the target is within range, you can launch. The missile then attempts to fly on its own to the heat source and detonates.

  If you are locked on to a target when you activate the Sidewinder, the missile searches for the target it is locked onto and homes in on its heat signature.
- **Target Aspect Angle** Your best chance of scoring a hit with the Sidewinder is when you fire it at the rear of the target when the aspect angle is 0 degrees. The second best shot is down the throat with an aspect angle of 180 degrees. Next best is a shot within 20 degrees left or right of a tail- or head-on shot. Outside of 20 degrees, your hit chance drops off.
- **Tactics (Boresight Mode Radar)** Although the Sidewinder does not require a radar lock to locate its target, it uses the radar lock as a guide for finding a heat source. The radar lock also provides tracking information on the HUD and elsewhere, reporting target range and aspect angle. During the approach for a Sidewinder shot, you can use Boresight mode to lock up a target and help you determine when to shoot. Fly and

maneuver toward the target so that you can center it within the boresight circle on your HUD. When the target moves to within 5 nautical miles and is within the circle, you automatically lock onto him within range for a Sidewinder shot. The missile picks up the target's heat signature very soon after you achieve lock on.

- **Tactics (VSL mode radar)** During a turning engagement, switch on your VSL mode radar to help lock up a target located just in front of your turn. When you lock onto the target, the seeker head on the Sidewinder locks onto it as well. If you are within range to lock using VSL, you are also within range of the Sidewinder. Launch the Sidewinder when you lock onto the target. Using VSL allows you to lock up targets on radar, and quickly thereafter, to lock up the seeker head, which you could not otherwise lock.

- **Tactics (Uncaging)** When you are locked onto a target with your radar, the Sidewinder homes in on the heat signature of the same target. It cages to that target. You can force the Sidewinder to look for a different target by uncaging its seeker head. Press the Uncage Sidewinder key [U]. This releases the seeker head indicator from the target diamond, and causes it to nutate on the HUD as it searches the sky for a new heat source. If it detects a heat source, it homes in on it. Press this key several times to cycle through all available heat sources within range.

  The ability to uncage makes it possible for you to fire at one target with a Sparrow, maintain radar lock on that target with radar, activate a Sidewinder, uncage it, and fire at a second target in front of you.

  Using this tactic, you can launch two non-Phoenix missiles simultaneously. This tactic is useful when two fighters approach you head-on and sufficiently close together, as seen through the HUD. It also works when you chase two targets flying parallel and near to one another. This is an advanced tactic. It may be hard to pull off on a very fast computer, because the situation develops quickly.

  You can force the seeker head to resume homing in on the radar-locked target by pressing the Cage Sidewinder key [⇧Shift]-[U].

- **Preferred Targets** The Sidewinder is best used against any close-range target. It is especially useful against enemy fighters with whom you are engaged in a dogfight. Near the end of the mission, if no fighters remain in the area, the Sidewinder can be used against any aircraft, including helicopters.

- **Poor Targets** There are no unsuitable targets for the Sidewinder; however, it is usually a good idea to save one sidewinder until you are sure you won't need it against a fighter.

Guns

The Vulcan cannon is your weapon of last resort in almost all cases. The F-14 intercepts threats far from the carrier and from itself. It is not one of the top dogfighting aircraft in the world, which limits the effectiveness of its gun. The gun is only effective at extremely close ranges and is preferable to missiles only against unarmed targets or when you wish to husband missiles for some reason. At the start of all missions, you automatically load 675 rounds for the gun.

- **Range** The Vulcan cannon has a maximum range of 3000 meters or 1.5 nautical miles, but an effective range of about 600 meters or approximately .3 nautical miles. This is extremely close. When a target approaches you head-on, it provides a narrow window of opportunity in which to shoot. Be aware that most Soviet guns have similar ranges but fire a larger shell.
- **Operation** When the gun is set to priority status, press the Fire Guns key [Enter]. You see tracer rounds fly out to the front of your aircraft, marking the trajectory of your shells. If your F-14 flies steady, the shells travel toward the space marked by the HUD cross hair, straight out from the nose for about .3 nautical miles before losing significant velocity. The HUD provides no cues for whom you are within shooting range. You can lock up the target on radar and judge when you are within .5 nautical miles. You can also wait until the target appears very large on the HUD and assume it is close enough to hit effectively.
- **Tactics** The best gun tactic is to close on your target from the rear, pull within .5 nautical miles, steady the F-14, and fire when the target appears to fill most of the HUD. Fire in short bursts, one key press at a time. The gun fires very fast. Holding down the key expends your limited ammunition very quickly. For deflection shots, lead the target slightly. Aim the F-14 so that the cross hair is in front of the target. That way, shells fired in that direction hit the target when it reaches the spot at which you aimed. Head-on gun shots are not recommended, because enemy guns are more powerful.

The program gives enemy aviators a slight turret effect for their guns, allowing them to swivel slightly. Conversely, you must shoot straight down your nose. This gives you a slight disadvantage in any gun situation, but especially in a head-on encounter. Also, the program knows exactly when you are within range of the enemy, but you have to guess when you are within range. This is another disadvantage for you—and another advantage for your opponent.

- **Preferred Targets** The gun is best used against unarmed targets. Unfortunately, you rarely encounter these. You can use it against helicopters, especially when you can attack from the rear or when they are in a line formation. If you approach along the line from the rear, you can enfilade the line with your fire. Misses on the first chopper may carry over and hit those to its front.
- **Poor Targets** Don't use the gun head-on against any fighter and don't attempt to shoot down any T-designated Soviet aircraft from the rear (for example, the Tu-95). Soviet bombers, like the Tu-95, are equipped with a tail gun turret that is very accurate and chops you into pieces if you get too close. They can shoot at you before you can even begin effective fire. Don't engage helicopter gunships like the Mi-24 Hind from the front.

AIR COMBAT

Air-to-air combat is the key mechanic to playing *Fleet Defender*. All other game functions hang on combat. If you learn to fight competently, you enjoy playing the game.

This section expands on the discussions of air combat found in the game documentation. Some of the information provided is based on the experiences of veteran *Fleet Defender* aviators, and some comes from discussions with the programmers and designers. As you advance beyond the early exploration of the game as a novice, the following tips and inside information may suggest new tactics to try. Included are a catchall of general tips, as well as a discussion on enemy aviators and the artificial intelligence. Also read the discussion about the different weapons your F-14 can carry, found earlier in this chapter, which is also relevant to air combat.

General Tips

Following are some brief tips and reminders that may be useful to newer aviators.

- **Su-27** *Fleet Defender* aviators generally agree that the Su-27 is the toughest opponent you face in the game. It has the longest ranged enemy missiles, dogfights well, and employs advanced radar. Expect to use a lot of afterburner fighting Su-27s. If you have extinguished all your critical targets, don't hesitate to use your Phoenix missiles against Su27s that you can attack from a hidden position using TWS or Data Link. In a dogfight with the Su-27, follow the basic principles of air combat. Keep your energy up and use the vertical dimension (dive or climb) to gain advantage. If your energy drops too low, dive away to regain energy; then, you can consider rejoining the fight later.
- **Shoot and Scoot** While the F-14 is an air superiority fighter, it is not as nimble as some of its counterparts, because of the many tasks it must carry out. Its primary function is to engage enemy aircraft at long range using the Phoenix. Flying an F-14 in a dogfight places you at a disadvantage against many other fighters. A good tactic for the F-14 is to shoot your missiles at close range and at high speed, hit fast and hard, and then just keep right on going. Don't stop and engage in a turning fight with more maneuverable aircraft. Go past, advance to a safe distance, turn around, and return for another shooting pass.
- **Evading Missiles** Play *Fleet Defender* with the optional missile trails turned on. Experienced aviators learn to spot missile trails coming at them. Use the Padlock View to watch a missile headed your way. Turn into the missile as it closes in, forcing it to turn as well, and then flare or chaff to decoy it. If you or your RIO drop a flare or chaff, always make a sharp turn immediately afterward. Dropping decoys alone is not usually enough to draw off the missile—you must also turn. SAMs are fast and deadly, but they can be avoided. One technique that works against SAMs is to use afterburner to climb above the range of the SAM, rendering it useless.
- **Use the Vertical** The F-14 is not designed for extended horizontal turning dogfights. It can be out-turned by many of the aircraft it faces. When you chase a target in a horizontal turn, dive slightly for a few

seconds as you turn. This adds to your speed or compensates for any speed lost in the turn. Climb quickly as the turn continues, using your speed to gain altitude. This vertical dimension climb is one way to close the gap between you and your target.

- **Use VSL** In a dogfight, switch to VSL mode radar so you can more easily lock up a target as you chase it through a turn. In VSL mode, you can lock onto a target not visible from the Front View of the cockpit. Once you are locked on, a Sidewinder can pick up the target. Launch the Sidewinder if the target is within range. This way, you can score a hit on a target you can't see from the cockpit.
- **Padlock View** To find your opponent when he is nearby but not visible through the front windscreen, use the Padlock View [F8]. This View automatically centers on the nearest aircraft and looks back toward you from behind him. Your F-14 is in the distant center of the View, even if you can't see it. Multiple key presses cycle the View through all aircraft within sight. This is one way to find your wingman when he is not in formation. Use the Padlock View to locate and monitor a target's position. Then, assess the effectiveness of your maneuvers in positioning your aircraft to lock onto your target and fire.
- **Use the Clouds** Some players find they can use clouds as cover. When they are present, dive below or climb above them in a dogfight to drop from your opponent's sight. Then maneuver behind the enemy and use Padlock View or Data Link to monitor his position. Pass through the clouds again into his 6 position for a shot. This technique works best against low-skill aviators and low-technology aircraft that have less ability to find and track you.
- **Drop Tanks** If you haven't done so already, drop your external fuel tanks [⇧Shift]-[J] before you enter into a dogfight. This dramatically improves the maneuverability of your F-14.
- **Get the Bombers** For missions in which you must prevent incoming bombers from launching cruise missiles, go for the bombers immediately and don't let yourself get distracted. In most of these missions, it is difficult to launch a successful attack against bombers before they launch. This is contrary to U.S. Navy doctrine, in which you ensure that CAPs are far enough out to prevent this from happening. For game purposes, however, it provides several challenges—the first of which is to

kill the bombers before they launch. This proves difficult, which leads to your next challenge: destroy as many cruise missiles as you can before they reach your task force.

It may also be difficult to avoid oncoming fighters escorting bombers, because in some missions, enemy fighters know your location and home in on you. Their waypoint is you, regardless of where you are or what they can see on their radar.

Corner Velocity

A critical requirement during a dogfight is the ability to turn quickly and tightly. You must keep your speed up to maintain maneuverability, and you must turn tightly so you can close in on an enemy or escape from one. The ability of an aircraft to turn quickly depends on the maximum gravitational stress it can withstand, the thrust it can generate, its weight, and its altitude. Each aircraft has a speed at which these factors optimize to allow the quickest, tightest turn possible for that aircraft. This speed is called its corner velocity.

The corner velocity of the real F-14 is classified information. The designers of *Fleet Defender* estimate it at about 350 knots, and the game reflects this. The F-14 in *Fleet Defender* turns most quickly and most tightly at 350 knots and at an altitude of 15,000 to 20,000 feet. This velocity applies to an F-14 that is "clean" (little or no wind encumbrances, such as missiles and external fuel tanks, that increase drag and G stress), light (at least a third of its fuel burned off), and at maximum power (afterburner on).

Suppose your F-14 at corner velocity makes a complete circle with a circumference of two miles. Flying at 450 knots, it takes much longer to complete the circle and results in a circumference of perhaps 7 miles. In a dogfight, the ability to make that circle in two miles can provide a critical advantage. If you turn inside the circle made by an aircraft you are chasing, you can quickly shoot at him, even if he flies faster than you. This is called arcing. You cut an arc off his circle and pull closer to him.

When you dogfight above 20,000 feet, the equation changes somewhat, and the optimum corner velocity cannot be met. At higher

altitudes, you need more power to maintain speed, but you are at maximum power already. Your speed must drop, and you must turn wider and slower. A "dirty" aircraft, carrying lots of bulky missiles or its external fuel tanks, cannot withstand the gravitational stress a clean aircraft can. It is unable to reach corner velocity. An aircraft heavily loaded with fuel has the same limitation. The rule of thumb for aircraft weight is that you can only reach corner velocity when you approach the halfway mark of your fuel load. At that point, your aircraft weight is low enough for your fighter to perform at its best.

The advantages of true air superiority fighters like the F-15 and F-16 are that these aircraft can withstand greater G forces and have a greater thrust-to-weight ratio. This results in better corner velocity and the ability to corner well at higher altitudes. While the F-14 performs best at around 15,000 feet, the F-15 corners just as well at nearly twice that elevation. An F-15 pilot prefers to fight an F-14 much higher, where he can turn much better than with the Tomcat.

Understanding corner velocity, how best to approach it in the F-14, and the ability of enemy aircraft to corner makes you a better, and therefore, happier F-14 aviator.

Enemy Pilots

One of the distinctive features of *Fleet Defender* is the high quality of the artificial intelligence (AI) used to control other aircraft in the game, especially when compared to other flight simulators of the past and current generation. A great deal of attention was paid to this aspect of the game design. *Fleet Defender* features opponents and a world environment that are equally challenging and realistic.

Enemy pilots are rated in skill from 1 to 5, with 5 being the highest. The same skill level applies to all enemy pilots throughout the mission. No skill range comparable to the ranks of your squadron mates applies to enemy forces. Low-skill pilots rarely flare or chaff, shoot missiles, or perform basic maneuvers like the Split S. Skill level also affects how quickly they lock onto you and at how wide an angle. For better pilots, a wider cone extends from the nose of their aircraft, within which they can lock onto you.

The missiles of better pilots strike no more accurately than those of less-skilled pilots. However, better pilots are not required to shoot their guns as accurately as either you or less-skilled pilots.

Enemy pilots do not maintain the leader-wingman relationship that you can maintain with your wingman. Enemy pilots act independently and attempt to shoot you down. They follow these same rules of behavior in a dogfight.

If you get into their 6 position, they turn hard attempting to lose you. They often break turns, reversing their heading. They do not hold their horizontal position very long. There is some randomness to their maneuvers, and you cannot predict if they will continue turning, break turn, dive, or climb.

Enemy pilots are unaware of the strengths and weaknesses of their aircraft and of yours. They do not consider how best to take advantage of their plane versus yours. You can put knowledge of your own and enemy aircraft to your advantage, at least to some degree. In most cases, however, your best advantage is to shoot from long range. In a dogfight, it may be best for the F-14 to use the shoot-and-scoot tactic discussed earlier.

Enemy pilots in formation work together according to their doctrine, at least at the start of an air battle. If they approach in one of the formations described in the game documentation (the Box, for example) they also carry out the Champagne maneuver as described. However, once the maneuver is underway, their formation usually breaks apart as each pilot goes after their nearest target. This aspect of the AI, which was difficult to design, works quite well and adds substantial realism to the game. This feature also rewards those F-14 aviators who learn the enemy formations and maneuvers and how to respond to them.

Fighting the Weirdos

You may encounter a number of oddities in the different campaign worlds, including: a World War II vintage T-28 trainer; five TBF Avengers, also of World War II vintage; fireball-breathing dragons (neutral or enemy); and a flying saucer. These are the only weirdos revealed so far, most of whom can be engaged in combat.

The mission descriptions provided in the remaining chapters usually mention when a weird event is possible. To quickly check for the appearance of one of these occurrences, go to the Reverse Tactical View 0 and repeatedly press this key to cycle through all of the airborne objects. If one of the weirdos presents itself in the current mission, it eventually appears in this View.

T-28

The T-28 appears only in the Oceana world. There is one chance in ten of it appearing during Miscellaneous Training and Wingman Training sorties. The T-28 flies a patrol pattern around the MicroProse offices near Hunt Valley, Maryland.

It is an enemy aircraft and will engage you with a cannon. It is very slow and easy enough to shoot down if you feel the desire to do so. A picture of the T-28 is shown in Figure 3-1.

The T-28 came into use near the end of World War II and was used for training dive-bomber and torpedo bomber aviators. It was never armed. It is included in *Fleet Defender,* because MicroProse once owned and maintained a T-28 for the use of a former employee who was a pilot. The aircraft was ostensibly used as a marketing tool. Visiting journalists and dignitaries were often given rides in it.

Dragon

During some of the missions in the North Cape world, one or more dragons may appear. In one out of ten times a dragon appears and is neutral; the same odds apply to enemy dragons. For a few missions, the chance is one in 100 that both a neutral and an enemy dragon appear. Figure 3-2 shows the enemy dragon.

Dragons appear far from the main action of your mission and can be ignored. They do not impact your mission. The neutral dragon leaves you alone, but the enemy dragon attacks if you get near it. Both dragons have guns and fire heat-seeking fireballs that behave like slow Sidewinders. They can be evaded by using flares. You can attack dragons with your gun or Sidewinders. The dragon is a heat source that the Sidewinder can home in on.

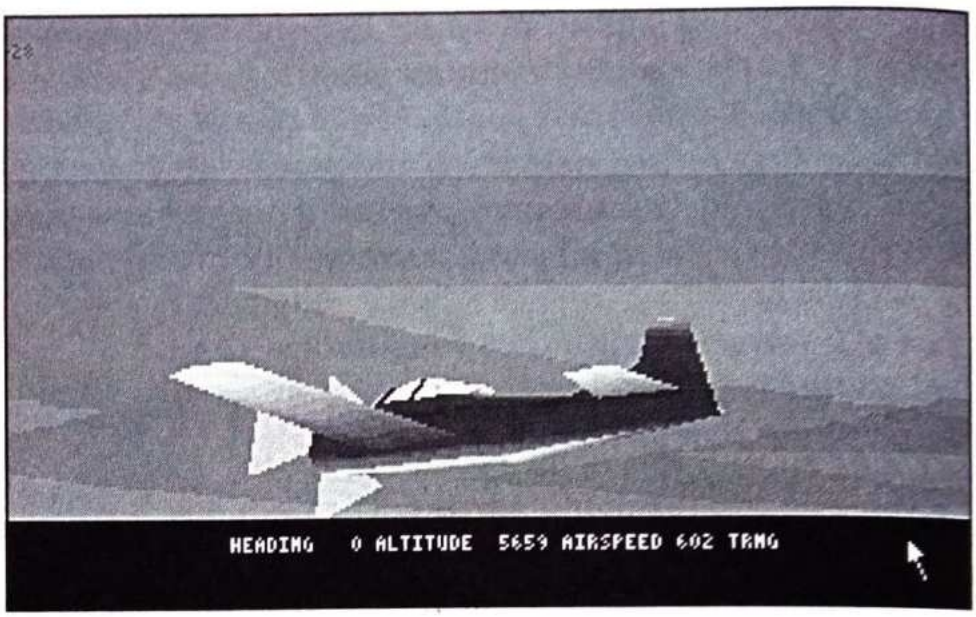


Figure 3-1
The enemy T-28 patrolling near the MicroProse offices

When both dragons are present, they fly toward each other and fight. If you are too far away to eye-witness the battle, you can watch the dragon fight from the Reverse Tactical View.

TBF Avengers

During the UFO mission, one of the Miscellaneous Training sorties in the Oceana world, five TBF Avengers may show up in the Bermuda Triangle. When you start this mission, there is a 30 percent chance the Avengers will appear. Figure 3-3 shows one of the Avengers in flight.

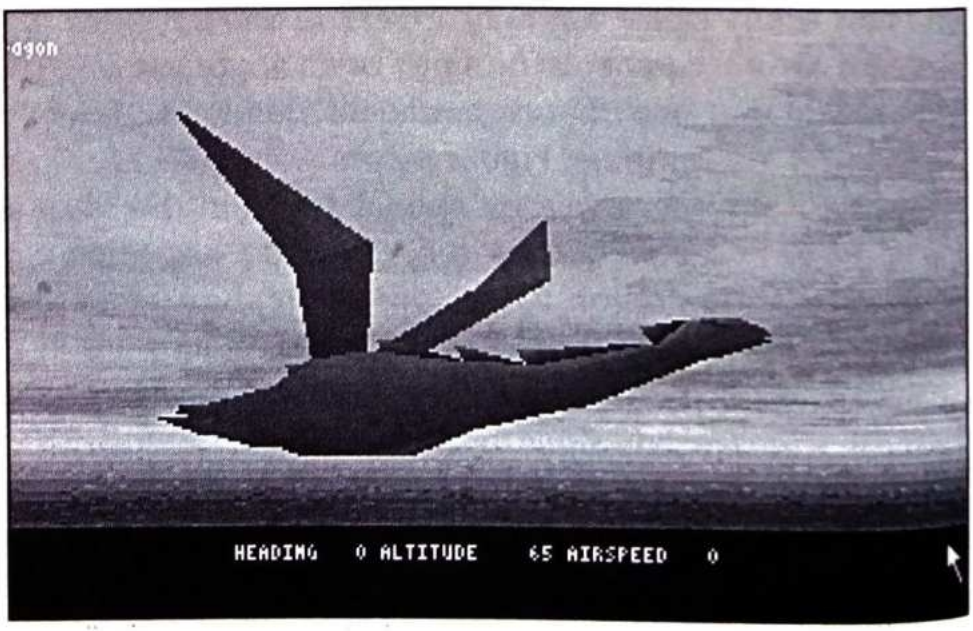


Figure 3-2
An enemy dragon in the North Cape world

These five Avengers represent similar aircraft that disappeared without a trace many years ago in the Bermuda Triangle. If they appear during your mission, you can assume that the aliens who kidnapped them have brought them back.

The Avengers are friendly aircraft and do not attack. They fly over your carrier, make a comment about how strange it looks, and then fly on to Oceana NAS to land.

Flying Saucer

A flying saucer may also appear over the Bermuda Triangle during the UFO sortie. The chance of this occurring is 50 percent. (Either the flying saucer, the Avengers, or some enemy MiG-21s appear in this mission, but only one group appears.) The flying saucer is shown in Figure 3-4.

The flying saucer moves extremely fast, at close to 3000 knots. You cannot catch it from behind. It is an enemy aircraft and fires a gun at you. You can shoot it down with a missile, but only with a head-on shot. One technique is to fire one missile slightly to one side of the saucer, quickly shift the nose to the other side, and fire a second missile. This brackets the saucer, and at least one missile may strike the saucer before it gets away.

The flying saucer flies to Washington, D.C., and buzzes the city but does no harm.

Figure 3-3
TBF Avenger flying out of the Bermuda Triangle

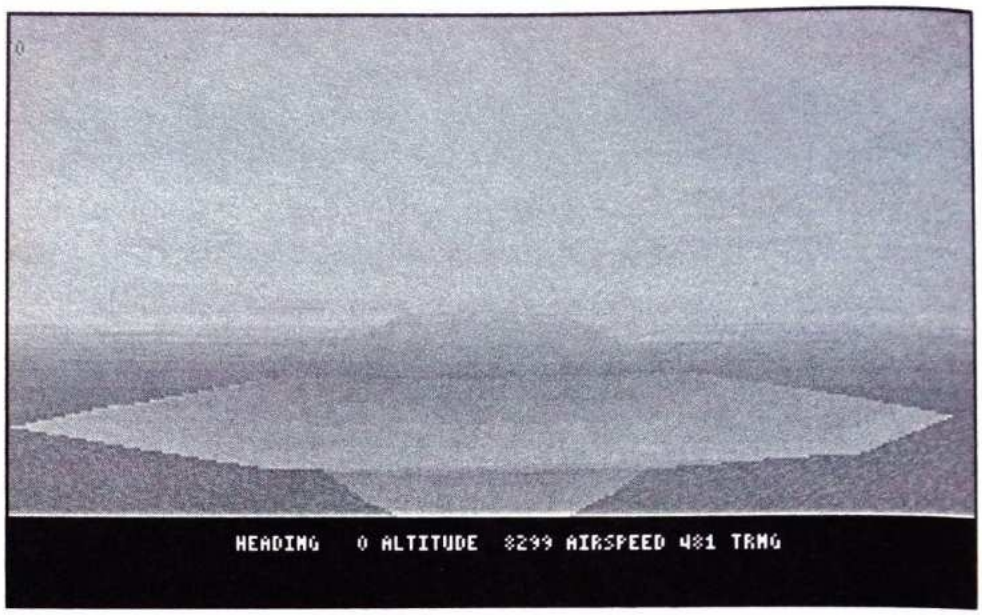


Figure 3-4
A flying saucer over the Bermuda Triangle

GENERAL PILOT TIPS

The following sections discuss several general aviator tips that may be useful to relative beginners. As you gain more experience playing *Fleet Defender,* these suggestions can help you become more successful. Topics include identifying targets, enjoying the Big Picture during your campaign missions, fuel management, and landings.

Target Identification

Experienced *Fleet Defender* aviators develop several tricks for identifying the type of aircraft they encounter, even when they fall far beyond visual range. Some of these techniques are unavailable to real aviators, and have been added to the game solely to increase your enjoyment. These unconventional methods of target identification include reading tracking information, using the Television Camera System, and using the Reverse Tactical View.

Tracking Information

You are on a mission to intercept incoming bombers and suspect they have a fighter escort. The Data Link or your TWS mode radar picks up several contacts. When you highlight targets in two differ-

ent groups of targets, you learn that one group is at 30,000 feet and the other at 20,000. The high group is clear on the TID, but the lower group occasionally fades in and out. Experienced players know that strong radar cross sections at high altitude almost always mean the presence of bombers, and that weaker cross sections below mean fighters. With that knowledge, you can plan your attack, perhaps taking on the bombers with long-range Phoenix missiles before the fighters even know where you are.

You can learn much about a target from its tracking information displayed on the TID. A target flying high and fast suggests a recon aircraft, perhaps a MiG-25. A formation flying high and relatively slow suggests bombers. A single bomber flying high and slow suggests a recon bomber. A pair of fast-moving targets at medium altitude suggests fighters.

Experienced players learn to read and interpret the TID readings to make educated guesses about enemy aircraft type and potential actions. Remember, you can obtain tracking information about any individual target on the TID by pressing the HT button below the display and clicking on the target symbol. The tracking information at the top of the display applies to the target you have highlighted.

Television Camera System (TCS)

You can switch the Vertical Display Indicator, found on the aviator's console just below the HUD, to the TCS by pressing the VDI/TCS Toggle key [V]. When you toggle on the TCS, or Gun Camera, you are able to see a video image taken from the nose of your aircraft. Depending on the level of difficulty you have set for the Gun Camera, it may be used to identify targets.

When you have locked onto a target in front of you, a picture of that target appears on the TCS screen. When the Gun Camera is in Standard Mode, you see a color picture of the target with a label identifying the target by name. If the target is too small to be seen, even at maximum zoom, the target is still identified. For example, the label on the screen might read MiG-23. If you change the target you are locked on, the picture and label also change to report the identity of the new target.

The Gun Camera works similarly in Moderate Mode, also reporting the identity of the target you are locked onto. However, the picture appears in monochrome, not in multicolor.

In Authentic Mode, the Gun Camera also displays the target in monochrome but no longer labels the target, no matter how large the image. You must examine the picture yourself to identify your targets. Obviously, the Gun Camera loses a lot of its value in Authentic Mode, but this accurately reflects what real aviators work with.

Reverse Tactical View

Regardless of the level of difficulty set, the Reverse Tactical View is always available to reveal the identity of any target you lock onto. Regardless of the range, when you lock onto a target, press the Reverse Tactical View key [F10]. The game screen changes to a full View of the aircraft you are locked onto looking back toward your F-14. The top-left corner of the screen displays the name of the target. Your current heading, altitude, and speed are displayed at the bottom of the screen. A typical Reverse Tactical View is shown in Figure 3-5.

The availability of this View provides an advantage not enjoyed by real F-14 aviators, and purists may wish to avoid using it. But if you want to know what you are locked onto, you can find out by quickly turning to this View.

You can also access this View without locking onto a target if you employ the advanced radar modes and use TWS or Data Link. In that case, highlight on the TID the target symbol you wish to identify and switch to Reverse Tactical View. The aircraft displayed is the one represented by the symbol you highlighted on the TID.

The Big Picture

One fun aspect of *Fleet Defender* is that you are one part of an integrated whole known as the Big Picture. Although you play a pivotal role in most of the missions you fly, a number of other things go on around you to establish the realism of participating in a real air battle. You can enhance the fun of *Fleet Defender* by paying attention to what goes on elsewhere during the mission, especially during any lulls in the action.

Figure 3-5
Reverse Tactical View

For example, if you escort a strike of friendly aircraft against enemy ships, you eventually clear out the enemy CAP, and the bombers go in to do their job. At this point, press the Reverse Tactical View key [F10] several times until one of the friendly attack aircraft comes into view. Pan around this aircraft until you can also see his target in View. Watch as he comes in for his attack and releases his bombs or missiles.

Now, press the Missile View key [F7] several times until you capture on-screen one of the just-released bombs or missiles. Ride it until it hits. Although you didn't drop the bomb or fire the missile yourself, it's fun to watch it hit. You can also cycle Reverse Tactical Views until you see a target ship and then watch the attack against it.

Use the various Views available, such as those just mentioned, to complement the radio traffic reports of the parts of the mission with which you are not involved.

Fuel Management

The F-14 carries about 20,000 pounds of fuel when fully loaded. About one-fifth of this fuel is carried in detachable drop tanks. This large fuel capacity gives the F-14 a long mission radius but incurs some cost in terms of the F-14's performance. Carrying a heavy fuel load increases the aircraft's weight, and the external tanks increase its drag. These effects slow the F-14 and force the burning of extra

fuel to maintain good speed. In a dogfight, the drop tanks seriously hinder the F-14's ability to maneuver.

Regardless of the amount of fuel on board at the start of a mission, there may be times when you wish you had more. Efficient fuel use allows you to stay airborne as long as possible. You can improve the performance of your F-14 in individual missions and over an entire campaign with careful fuel management and by knowing when to get rid of the drop tanks.

Drop Tanks

Drop tanks can be dropped during a mission, which noticeably improves the performance of your F-14. Check your fuel load at the start of the mission. Drop your tanks later on in the mission when you see that you have used at least 4000 pounds of fuel. This is the volume carried by the tanks and is the first fuel used on a mission. After the tanks are empty, they just cause extra drag.

The performance of your F-14 improves immediately after the tanks are dropped. The reduced drag enables you to keep up the old speed with less fuel consumption.

Efficient Fuel Use

Efficient fuel use depends on two factors: maintaining an efficient cruising speed when no action is imminent and minimizing the use of afterburner.

There are periods in many missions when you must fly a substantial distance to go into action. During these periods, maintain an efficient cruising speed. A fully loaded F-14 is reasonably fuel-efficient when you fly at around 30,000 feet at half throttle. (The designers did not calculate the most fuel-efficient cruise altitude and speed). An efficient cruising speed is not very fast, so if you must get somewhere in a hurry you may opt to preclude efficiency. When you fly toward an enemy aircraft that is also headed at you, the relative slowness of an efficient cruising speed can work in your favor by providing time to line up your long-range missile shots.

Afterburner consumes fuel at a remarkable rate. It is obviously necessary for launches, but turn it off as soon possible. Some players like to use afterburner to quickly climb to an efficient cruising altitude and then turn it off.

During combat, you sometimes need afterburner to close in on or to get away from an opponent. If possible, leave your finger over the Throttle Back key [-], which shuts off the afterburner, and press it as soon as you no longer need the extra thrust. Leaving your finger over the key may help remind you to turn off afterburner quickly.

Landings

A carrier landing is more like a controlled crash and is perhaps the most difficult skill to master as an F-14 aviator in *Fleet Defender*. However, no other gameplay gives you a greater sense of what it is like to be carrier aviator. Also, carrier landings are critical if you wish to maximize your score and earn the top medals.

Practice is the only way to learn how to land. Chapter 4 provides an explanation of how to find the Fleet Readiness Training sorties that allow you to practice landings in daylight, bad weather, and at night. These sorties make it easy to practice.

If you don't want to become expert at carrier landings, you can use the Landing Cheat Toggle key [E]. Multiple presses of this key bring you in for a landing. In the early versions of the game, this key was available for all three difficulty levels. In the later versions, it is only available when carrier landings are set at Standard Mode difficulty.

The Landing Cheat key can also be useful when during practice landings. It takes several presses of the key to bring you through the military approach and down for landing. Start out a landing using the cheat key; then, stop using it at any point and take over the remainder of the landing yourself. For example, use the Cheat key to come around just before touchdown, but then land yourself.

Here are some general tips and comments about landing from the *Fleet Defender* playtesters:

- Practice, practice, practice.
- The military landing does help bring you in at a proper speed and angle.
- Always request permission to land as soon as you start to head home. This gives the carrier crew time to clear the flight deck. If you request permission to land at the last minute as you drop down, you may be waved off for the simple reason that other aircraft block the landing area on deck.

- Keep trim as you make final approach.
- The command to add or decrease speed does not necessarily mean add power. It may mean pull up slightly to reduce speed or nose down slightly to increase speed. "Slightly" usually means very slightly.
- During bad-weather landings, especially common in the North Cape campaigns, make sure you land on the carrier. You may drop out of the fog and clouds at only a few hundred feet of altitude and find yourself about to land on a destroyer.

SQUADRON MANAGEMENT

During *Fleet Defender* campaigns, your F-14 is just one of many on board, and you are just one of several F-14 aviators. Winning the campaign requires the efforts of all of the aviators, not just you. At times, the other F-14 aviators do extremely well and may even win the mission for you. Other times, you get into trouble and the arrival of competent F-14 aviators saves you. While you play through the missions of a campaign, remember to build up the skill level of as many aviators as you can, because experienced aviators are less likely to be shot down and are more likely to accomplish something positive.

It is useful to think of yourself as a two-aircraft team. Keep in mind that you have a wingman and that he is a capable half of your team. Using your wingman effectively can make current and future missions easier.

Sharing the Experience

At the start of a campaign, most of the F-14 aviators aboard are rookies at the rank of Lt. JG (Lieutenant Junior Grade). You will find that aviators of this rank are of little use when on their own. They rarely take any initiative or shoot. If you are in trouble and two Lt. JGs arrive as the Ready 5, you are probably not much better off than before they arrive.

As aviators rise in rank, they become better in terms of taking initiative, shooting, shooting accurately, and avoiding getting shot

down. For this reason, it is good policy to help raise the rank of as many aviators as you can. The best way to raise an aviator's rank is to make him your wingman and direct his efforts so that he gets some kills and experience. Aviators gain some success and rise in rank based on their own merit, but you have more direct control over this process for the aviator you choose as your wingman.

The *Fleet Defender* playtesters are of the opinion that Lt. Commander is a useful rank for squadron aviators. In their experience, aviators at this rank or above can be counted on to engage the enemy with a reasonable expectation of success. If you need help, aviators of this rank or higher make a difference.

For the first several missions in a campaign, take along a different Lt. JG as your wingman each time. This spreads the experience around and eventually results in several promotions. You can direct the attacks of your wingman, perhaps singling out easy targets to build his score. The trade-off, of course, is that you don't get the easy kills to raise your score. In the long run, a competent squadron improves your chances of survival and of winning the campaign.

Using Your Wingman

It is easy for new players to forget that they are accompanied by a wingman and that he can be of real use. Experienced players know that their wingman is a valuable asset whose assistance can often make the difference between surviving and winning a mission–or not.

Fighting Position

If your wingman is in the Cruise or Parade formation, he cannot attack enemy aircraft. These are not fighting positions, and your wingman cannot shoot from them because of the danger to you. The fighting positions are the Combat Spread and the Bracket formations. Placing your wingman in either formation simultaneously orders him to "go tactical,"with certain limitations.

The Combat Spread places your wingman off to the right, level with your nose. This places you beside, not in front, of him, so he can shoot without any danger to you. Press the Formation key [Alt]-[F3] and then press the number key to place your wingman in the Combat Spread. Since placing your wingman in this formation also

activates the go tactical order, your wingman attacks any targets he can lock onto on his own. However, he does not move from his assigned position.

Press the Bracket key [Alt]-[F4] and press the number key for the type of bracket you wish. If you want your wingman higher or lower, select an altitude difference for him relative to yours. The Bracket formation also automatically gives your wingman the order to go tactical. The difference is that your wingman moves from his Bracket position, as necessary, to attack. He does not stay with you as he does in the Combat Spread.

The space between you and your wingman is much wider in the Bracket formation. This is useful for covering more air space to your front and sides. To see the difference in spacing between the Combat Spread and the Bracket Right, cycle through the Reverse Tactical Views until you see your wingman. Now, order him to form a Combat Spread followed by a Right Bracket. Notice how far out he is in a Bracket.

If you order your wingman to go tactical or to attack your target and he asks for permission to fire, it means he is not in a position to shoot. You must order him to bracket you or to assume the Combat Spread, and then he can shoot.

Sanitize

While you head into combat and watch your radar for targets or tracking targets, you can order your wingman to check your left, right, and rear for enemy aircraft. While you continue to fly straight toward your waypoint or target objective, the wingman pulls off and scans in other directions looking for other targets outside your radar scan. After he finishes looking around, order him to rejoin in a fighting formation. He catches up and falls in beside you. Using your wingman in this way to sanitize protects you from surprise attack so you can concentrate on what is in front of you.

To order your wingman to make a radar sweep, press the Sanitize [Alt]-[F6] and then press the number key for the area you want searched. It takes several commands to check all around you.

Attack My Target

You can direct the specific attacks of your wingman. First lock up a target on your own radar. Then, press the Attack My Target key [Alt]-[F2] to order your wingman to attack it. If he requests permission to fire, press the Go Tactical key [Alt]-[F1] or place him in a fighting formation (see Fighting Position, above).

In the original version of Fleet Defender, you could not designate a target for your wingman in TWS mode or from the Data Link. In the updated versions of the game, this is now possible. Designate a target in either radar mode and then give your wingman the order to attack your target. He will attack as ordered.

Go Tactical

You can order your wingman to attack targets on his own. This can be useful if you engage in combat with multiple aircraft. When at least one target appears on your radar, order your wingman to attack at will by pressing the Go Tactical key [Alt]-[F1]. He attempts to lock up the target nearest to him and attack it. If you are also locked onto that target, you may both attack it.

Loose Goose

Your wingman stays with you in a dogfight, unless you order him to go tactical and engage his own targets. Also, if he finds no other targets, he stays with you. While you are engaged in combat, your wingman stays back and above the battle, according to the U.S. doctrine known as the Loose Goose. If your opponent seems to be gaining the upper hand or if you lose your radar lock on him, your wingman comes into the battle from a position of advantage and attempts to shoot down your target. But you must first order him to go tactical.

When your wingman takes independent action during a dogfight and you find that you need his help, order him back to you by pressing the Request Assistance key [Alt]-[F5]. He comes to your aid and engages any opponent on your tail as soon as he can. If you lock onto a new target, he resumes the Loose Goose position.

Soviet pilots do not have a doctrine similar to the Loose Goose. Both pilots come after you in a fight, as discussed earlier in the section about Soviet pilots.

SOVIET SCRAMBLES

You can play the Scramble practice mission from the Soviet side. The key enabling you to do this is revealed when you solve the following riddle: left wing, pink O, radical. At the Scramble screen, an F-14 appears in the background artwork. One pixel on this aircraft holds the key to the Soviet Scramble. Place the pointer at the end of the aircraft's left wing and left click.

If nothing happens, try again until it does. Move the pointer around and continue to click until you discover the one hot pixel in the wing's tip. When you click on this pixel, a pink letter O appears on the fuselage of the F-14. Click on the pink O, and a red radical sign (mathematical) appears to the left of the fuselage. Click on this radical sign to solve the riddle: left wing, pink O, radical. After you click on the radical sign, the Scramble screen changes and places you in a Soviet squadron. Now, configure the Scramble to fly against U.S. and allied nations' aircraft. Figure 3-6 shows the Scramble screen with the pink O and radical visible.

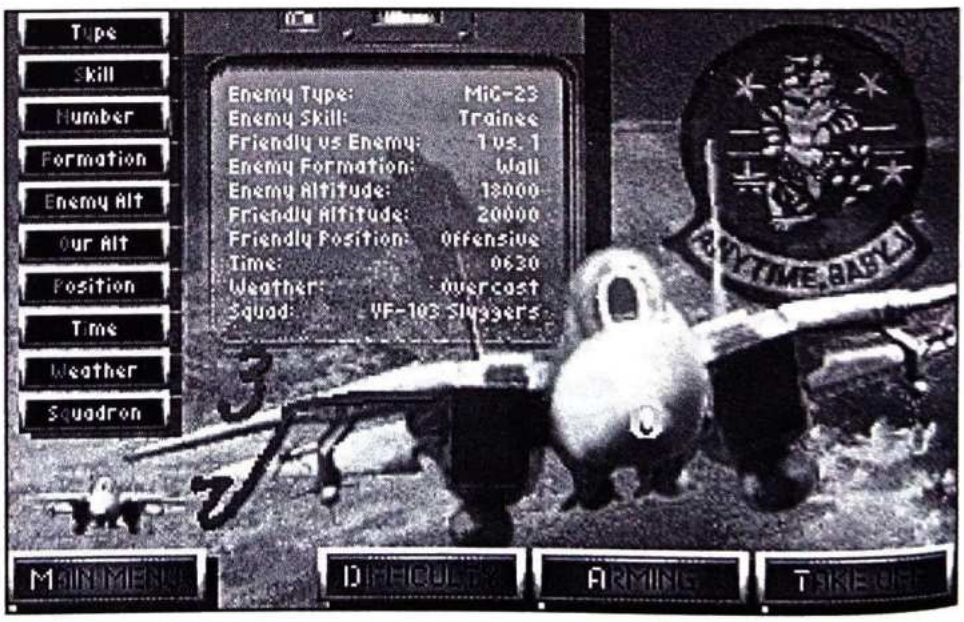


Figure 3-6
Soviet Scramble: left wing, pink *O*,radical

OCEANA MISSIONS

4

The Oceana *Fleet Defender* world takes its name from the Oceana Naval Air Station at Virginia Beach, Virginia. This air base is located near the facilities of the U.S. Navy at Norfolk, Virginia. The training of naval aviators for the aircraft carriers based at Norfolk is conducted at Oceana. For this reason, the training missions for *Fleet Defender* are conducted in this area as well.

The Oceana world in *Fleet Defender* is mostly ocean. The only land in this world is part of the mid-Atlantic coast, part of the Bahamas, and the island of Bermuda. You conduct most of your training sorties from an aircraft carrier at sea in the Atlantic Ocean, but you may fly over the land portions of the world. The only land objects that can be seen are Washington, D.C., MicroProse offices at Hunt Valley, Maryland, and the Naval Air Stations at Oceana and Patuxent River. These locations are shown in Figure 4-1. Occasionally, enemy air bases are placed in the southwest or northwest corner of the map. In some training sorties, you may encounter a few airborne surprises. These are discussed later in this chapter as part of the descriptions of the sorties in which they appear.

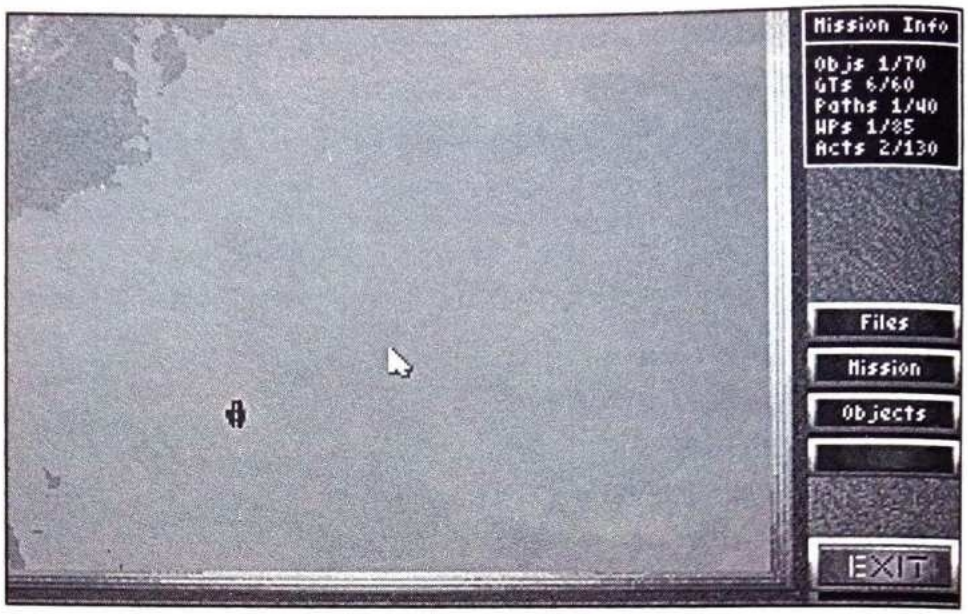


Figure 4-1
Oceana training world

There are eight types of training sorties available in the Oceana world. You may choose any one of these options you wish. The eight possibilities are: Fleet Readiness Training (carrier landings); Radar Training—Target Identification or Formation Identification; Dissimilar Air Combat Training (DACT)—Advantaged, Neutral, Disadvantaged, or Miscellaneous; and Wingman Training. The purpose of Fleet Readiness Training is to provide the opportunity to practice carrier landings. It involves no combat, and only a brief mention of it is included in this chapter.

The remaining types of training sorties all involve other aircraft. For this reason, a brief discussion of each type of sortie is provided in the rest of this chapter. For each type of sortie, a description of your opponents and the relative placement of all aircraft are also provided.

FLEET READINESS TRAINING

Fleet Readiness Training sorties provide an arena in which to practice carrier landings. There are three different practice situations: Carrier Landings (regular daylight landings), Low Visibility Approaches (poor weather, especially simulated fog and rain), and Night Landings. You may practice landings under each of these conditions as many times as you wish. A detailed discussion of landing techniques is included in the Game Play Instructions booklet.

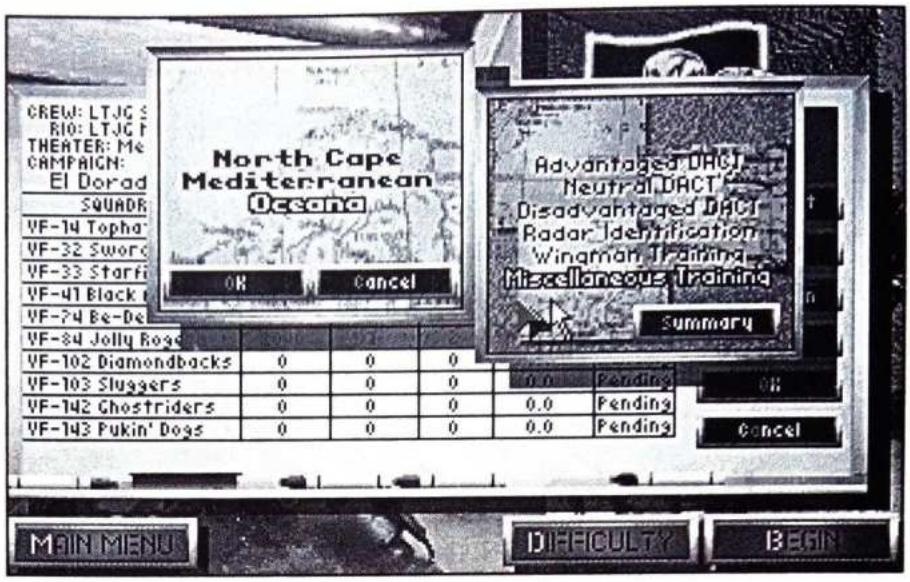


Figure 4-2
Campaign Options Dialog Boxes

Fleet Readiness Training was one of the last features to be included in *Fleet Defender,* and for that reason its location among the start-up screens was not mentioned in the game documentation. To reach the landing practice sorties, follow these steps:

1. At the Main menu screen, press the Campaign button.
2. At the Campaign screen, press the Squadron button.
3. At the Squadron Roster Board, press the Campaign button.
4. Within the Campaign Options dialog boxes, highlight the Oceana option and then the Miscellaneous Training option, as shown in Figure 4-2. Then press the OK button under the Oceana highlight.
5. Back at the Squadron Roster Board, press the OK button.
6. At the Campaign screen, you should see that the Theater is Oceana and that the Campaign is Miscellaneous Training. Press the Begin button.
7. At the Campaign Status screen, press the Briefing button.
8. At the Mission Briefing screen, press the Next button six times to reach the Carrier Landings sortie. One additional press brings up the Low Visibility Approaches sortie; one more press brings up the Night Landings sortie. After you have chosen the type of landing sortie you wish to practice, press the Take Off button to begin the practice session.

RADAR TRAINING

Radar training consists of two parts: Target Identification and Formation Identification. When you choose Radar Training at the Campaign Options screen, you obtain access to 30 different sorties. These are all named Formation Identification and numbered from 1 to 30. You can cycle through them by pressing the Next or Previous buttons. Missions 1 to 25 are Formation Identification missions. Missions 26 to 30 are Target Identification missions.

Formation Identification Sorties

Radar Training Sorties 1 to 25 are designed to provide practice identifying the formation used by approaching enemy aircraft. Each of the 25 sorties follows the same format. You are at 25,000 feet and flying due east at 600 knots. Approximately 135 nautical miles in front of you are four enemy aircraft centered around the altitude of 25,000 feet. This formation flies due west at 600 knots. Your task is to locate the formation and identify its type.

The placement of your aircraft and the center point of the enemy formation are identical for each mission. The briefing for each of these 25 missions is also identical and is included below.

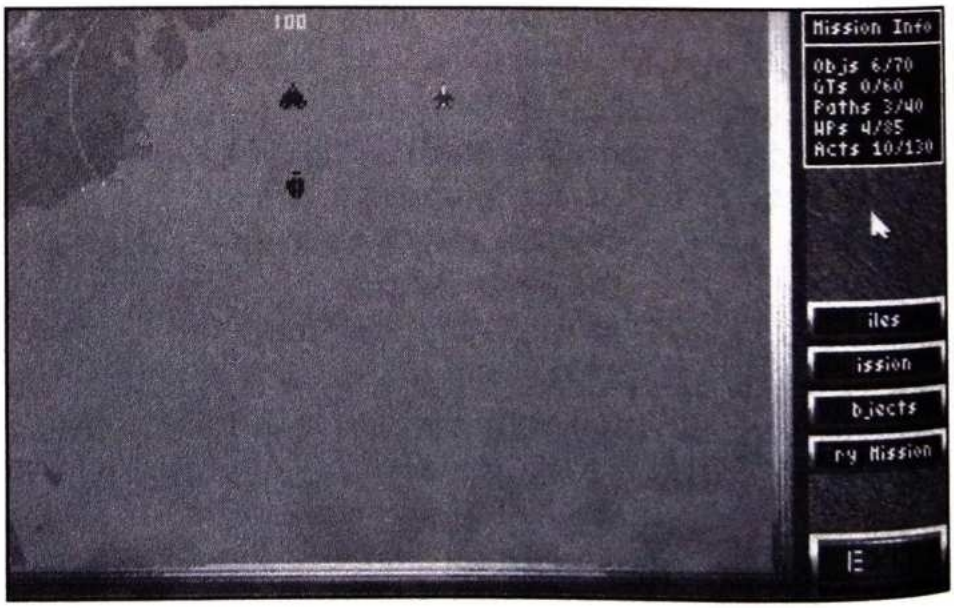


Figure 4-3 Formation Identification, Radar Training Sorties 1 to 25

Briefing: As part of your overall radar training, it is necessary for you to identify enemy flight formations on radar. Enemy aircraft perform ACM based, in part, upon their formation configuration. If you recognize the various formations as they appear on radar, you can discern the tactical options available to them. In this sequence, an enemy formation of aircraft appears at the limits of your radar. You are to identify the formation, then use that knowledge to your advantage in any subsequent combat. For the purposes of this sequence, your aircraft has been made impervious to enemy missiles and gunfire.

The aircraft you encounter in each of the 25 Formation Identification sorties and their formations are listed in Table 4-1.

Target Identification Sorties

Radar Training Sorties 26 to 30 are designed to provide practice identifying targets, even though these sorties are listed as Formation Identification sorties on the Mission Briefing screen. Each of the five sorties follows the same format. You are at 20,000 feet and flying due east at 600 knots. Approximately 220 nautical miles in front of you are five different aircraft flying abreast at 25,000 feet. They are all flying due west at 500 knots.

One purpose of these missions is to provide practice locating aircraft of different sizes. Different aircraft have different radar cross sections and can be spotted on radar at varying distances. Be aware that radar cross sections are only in effect when radar is set in Authentic Mode.

These missions are also a good opportunity to practice operating the radar in general. While you close in on the opposing aircraft, place your F-14 on autopilot, jump to the backseat, and experiment with operating the AWG-9 system. Practice using all search and track modes, as well as reading the TID; conduct multiple attacks using TWS. Unfortunately, you cannot practice attacks using the Data Link because no AWACS aircraft is airborne for these missions.

The briefing for each of these five missions is identical and is included below. The placement of aircraft is also identical for each mission.

Table 4-1. Formation Identification Opponents

Sortie Number	Formation	Aircraft
1	Box	4 MiG-29s
2	Box	4 F-5s
3	Box	4 MiG-23s
4	Box	4 G-4s
5	Box	4 F-4s
6	Cruise	4 MiG-29s
7	Cruise	4 Su-27s
8	Cruise	4 MiG-31s
9	Cruise	4 Su-22s
10	Cruise	4 F-16s
11	Combat spread	4 MiG-29s
12	Combat spread	4 Su-27s
13	Combat spread	4 MiG-21s
14	Combat spread	4 Su-24s
15	Combat spread	4 F-5s
16	Ladder	4 MiG-29s
17	Ladder	4 Su-27s
18	Ladder	4 MiG-21s
19	Ladder	4 F-1s
20	Ladder	4 Yak-38s
21	Wall	4 MiG-29s
22	Wall	4 Su-27s
23	Wall	4 F-5s
24	Wall	4 Yak-38s
25	Wall	4 MiG-25s

Briefing: As part of your overall radar training, it is necessary for you to practice identifying what you see on your radar display. One method of target identification is the process of elimination. If a target moves too fast or flies too high, it's a safe bet you can rule out helicopters. Range also plays an important part in identification. Small targets, such as cruise missiles, obviously present smaller radar cross sections and can only be detected at very close ranges (almost point-blank). This sequence is designed to aid you in recognizing various target types as they appear on

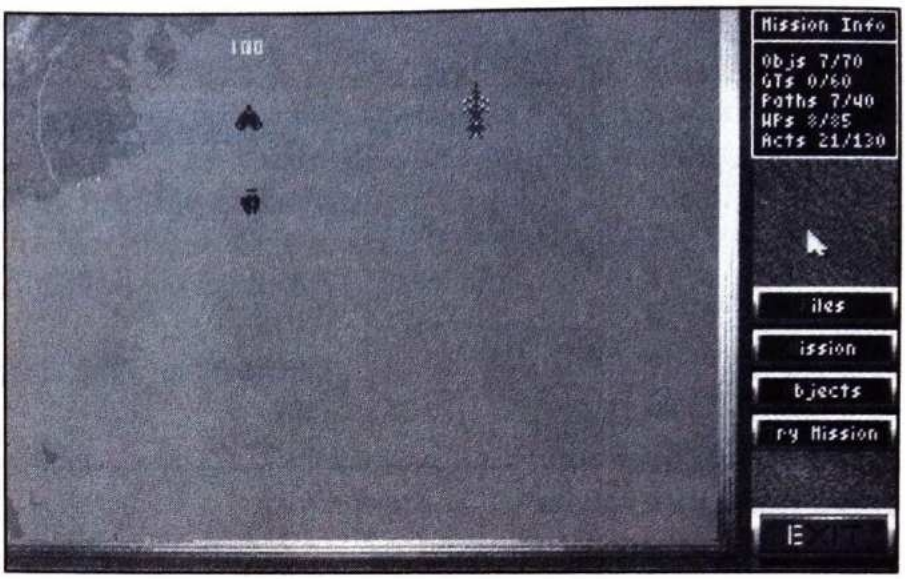


Figure 4-4
Target Identification, Radar Training Sorties 26 to 30

your radar. A selection of these has been placed far in front of your aircraft. Your job is to practice your ability to detect and identify each of the targets.

The aircraft that you encounter in each of the five Target Identification sorties are listed in Table 4-2.

ADVANTAGED DACT SORTIES

Advantaged Dissimilar Air Combat Training (DACT) sorties place you above and behind your opponents in an air combat situation. This position is a decided advantage in combat—you can fire guns and missiles at your opponent, and he cannot fire back. These sorties are designed to give you experience fighting when you have the advantage.

There are ten different one-on-one sorties in this category and ten different one-on-two sorties. A description of the first sortie in the one-on-one category is included below. Following this example, only the basic situation information is provided for the other 19 sorties. All sorties in each category begin with a similar placement of aircraft.

Table 4-2 Target Identification Sortie Opponents

Sortie #	Opponents (left to right)				
	1	2	3	4	5
26	AS-5	An-26	Su-17	Tu-95D	MiG-21
27	Su-17	AS-6	Tu-95D	Su-27	MiG-21
28	Su-27	MiG-21	Gr.1	Tomahawk	Tu-16H
29	Su-24	MiG-21	Gr.1	Tomahawk	DC-10
30	Su-25	DC-10	Gr.1	Su-24	Harpoon

One-On-One Advantaged DACT Sorties

All sorties in this category begin with your aircraft at 28,000 feet headed due east (90 degrees). You are pointed directly at the rear or side of your opponent. The type of aircraft you engage, as well as its altitude, speed, and heading are shown in Table 4-3 for each of the sorties in this category. This table also shows your speed.

Table 4-3 One-On-One Advantaged Dact Sorties

Sortie #	Player Speed	Opponent Type	Opponent Altitude	Opponent Speed	Opponent Heading
1	700	F-14	24,000	700	90
2	600	F-4	23,000	650	90
3	600	J-22	23,000	450	90
4	600	MiG-25	23,000	900	90
5	650	MiG-29	25,000	400	0
6	600	MiG-31	23,000	700	90
7	600	Mk.3	23,000	650	90
8	600	Su-17	23,000	650	90
9	600	Su-25	23,000	450	90
10	600	JA-37	24,000	650	90

The following, more detailed description of Sortie 1 provides an example of what all the sorties in this category are like. This description includes the briefing, a list of forces in the theater, a discussion of the situation, and an illustration showing the starting placement of forces. The briefing and starting placement of aircraft are almost identical for the other nine sorties in this category, described in Table 4-3.

SAMPLE SORTIE 1: F-14 TOMCAT

Briefing: Advantaged DACT (Dissimilar Air Combat Training) One-on-One is designed to train pilots how to fight a single adversary from a position of advantage. You begin this sequence in an advantaged position, slightly behind and above your opponent. The job of defeating a single opponent is made decidedly easier by virtue of your position of advantage. Even so, enemy pilots are resourceful. They will attempt to shake you off their tails early in the fight. Watch out for reversal maneuvers designed to put you on the defensive. In this sequence, you fight one of your own F-14s. Good Luck!

- **Friendly Forces** One CV *(Nimitz)*
- **Enemy Forces** One F-14 Tomcat
- **Situation** You are airborne at 28,000 feet, flying due east at 700 knots. Your opponent is an F-14. He is at 24,000 feet, flying due east at 700 knots.

One-On-Two Advantaged DACT Sorties

All sorties in this category also begin with your aircraft at 28,000 feet and flying due east (90 degrees), except that now two enemy aircraft are in front of you, not one. The type of enemy aircraft you engage, its altitude, speed, and heading, are shown in Table 4-4 for each of the sorties in this category. This table also shows your speed.

No sample description of the one-on-two advantaged sorties is provided because they are nearly identical to the sample for the one-on-one sorties provided earlier in the chapter.

Table 4-4 One-On-One Advantaged Dact Sorties

Sortie #	Player Speed	Opponent Type	Altitude	Speed	Heading
1	600	2 F-4s	3,000	600	90
2	700	2 F-1s	3,000	550	180
3	700	2 F-14s	23,000	600	90
4	600	2 F-16s	23,000	700	180
5	600	2 MiG-21s	23,000	600	90
6	700	2 MiG-29s	23,000	750	0
7	600	2 Su-22s	23,000	650	90
8	600	2 F-5s	24,000	700	90
9	600	2 Su-24s	24,000	700	90
10	600	2 Su-27s	23,000	700	90

NEUTRAL DACT SORTIES

Neutral Dissimilar Air Combat Training (DACT) sorties place you head-on with your opponents in an air combat situation. This position offers no advantage to either side. These sorties are designed to give you experience fighting when you enter combat with neither adversary possessing an advantage.

There are ten different one-on-one sorties in this category and ten different one-on-two sorties. A description of the first sortie in the one-on-one category is included below. All sorties in each category begin with a similar placement of aircraft.

One-On-One Neutral DACT Sorties

You begin all of these sorties at 25,000 feet, flying due east at 600 knots. Your opponent is always at the same altitude. In all but one sortie, he heads directly west toward you. The one exception may be an error because the sortie is no longer neutral. The type of aircraft you engage, as well as its speed and heading are shown in Table 4-5 for each of the sorties in this category.

Table 4-5 One-On-One Neutral Dact Sorties

Sortie #	Opponent			
	Type	Speed	Heading	Start Position
1	JA-37	650	270	A
2	Su-27	700	270	A
3	Su-17	600	270	B
4	MiG-29	750	270	A
5	MiG-25	600	270	B
6	MiG-23	600	270	B
7	F/A-18	660	270	A
8	F-16	750	270	A
9	F-14	600	0	B
10	F-1	600	270	B

A complete description is provided for Sortie 1, including the briefing, a list of forces in the theater, a discussion of the situation, and an illustration showing the starting placement of forces.

The placement of aircraft in the other sorties of this category is shown in the illustration that accompanies Sortie 1. Your opponent's aircraft may start at either of two places, labeled position A or B. The starting positions for each sortie are listed in Table 4-5. Starting position B is only a couple of nautical miles in front of you.

SAMPLE SORTIE 1: JA-37 VIGGEN

Briefing: Neutral DACT (Dissimilar Air Combat Training) One-on-One is designed to train pilots how to engage single adversaries. This type of training is essential in perfecting individual BFM and ACM techniques. You begin this sequence in a neutral position, facing your adversary head-on with no altitude differential between aircraft. This is a freestyle match. You are allowed to use any combination of weapons and maneuvering skill to defeat your opponent. Fight's on—fight's on!

- **Friendly Forces** One CV *(Nimitz)*
- **Enemy Forces** One JA-37 Viggen
- **Situation** You are airborne at 25,000 feet, flying due east at 600 knots. Your opponent is a JA-37 Viggen. He is at 25,000 feet, flying due west at 650 knots.

Table 4-6 One-On-Two Neutral Dact Sorties

Sortie #	Type	Opponent Speed	Start Position
1	2 Yak-38s	500	55 nautical miles east
2	2 Su-27s	600	3 nautical miles north
3	2 MiG-31s	700	3 nautical miles south
4	2 MiG-29s	700	3 nautical miles south
5	2 MiG-23s	600	3 nautical miles south
6	2 J-22s	500	3 nautical miles north
7	2 G-4s	550	30 nautical miles east
8	2 F-5s	700	85 nautical miles east
9	2 F-1s	700	55 nautical miles east
10	2 F-4s 6	503	0 nautical miles east

One-On-Two Neutral DACT Sorties

All sorties in this category begin with your aircraft at 25,000 feet, flying due east at 600 knots, except that now there are two enemy aircraft opposing you, not one. All enemy aircraft are also at 25,000 feet and heading due west. Your task in these sorties is to quickly gain an advantage position over one of your opponents, shoot him down, and then concentrate on the second aircraft.

The type of aircraft you engage, as well as its speed and starting position relative to your aircraft, are shown in Table 4-6. Starting positions give the direction and distance in nautical miles of your opponent.

No illustration is provided for these sorties, because so few aircraft are involved and their relative placement is described in Table 4-6.

DISADVANTAGED DACT SORTIES

Disadvantaged Dissimilar Air Combat Training (DACT) sorties place you in front of your opponents in an air combat situation, but not

facing them. This position is a decided disadvantage in combat—your opponent can fire guns and missiles at you, but you cannot fire back. In some sorties, your opponent faces the rear of your aircraft; in others, he faces your side. Your task is to keep from being shot down, reverse the situation, and shoot down your opponent. These sorties are designed to give you experience fighting when you begin at a disadvantage.

There are ten different one-on-one sorties in this category and ten different one-on-two sorties. A description of the first sortie in the one-on-one category is included below.

One-On-One Disadvantaged DACT Sorties

All sorties in this category begin with your aircraft at 25,000 feet. All of your opponents also begin these sorties at 25,000 feet, flying due east. You are about 13 nautical miles in front of your opponent. Table 4-7 provides information about the starting situation in each of these sorties: your speed, your heading, the type of aircraft you engage, and its speed.

A more detailed description of Sortie 1 follows, as an example of what all the sorties in this category are like. The description includes the briefing, a list of forces in the theater, a discussion of

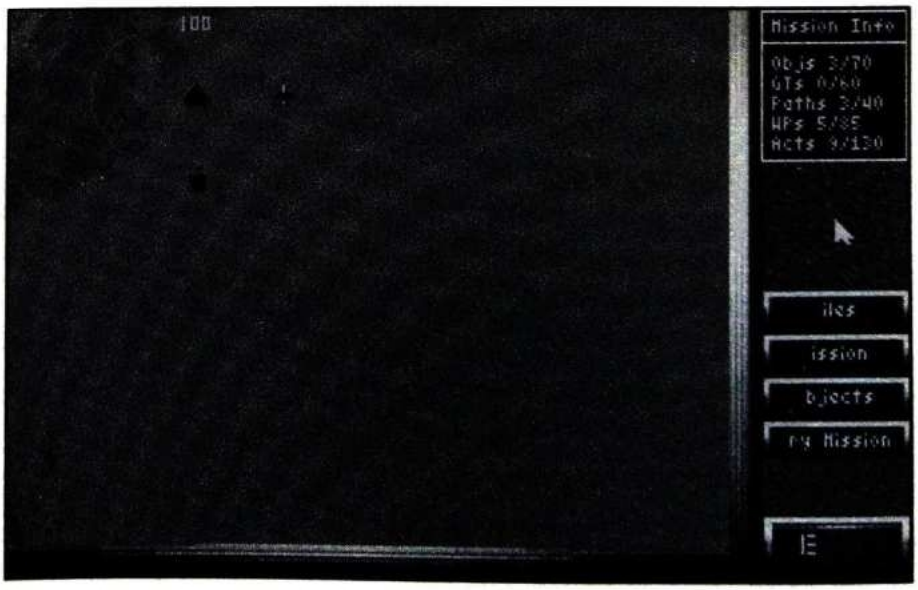


Figure 4-5
Neutral DACT Sorties

Table 4-7 One-On-One Disadvantaged Dact Sorties

Sortie #	Player		Opponent	
	Speed	Heading	Type	Speed
1	600	90	F-1	650
2	600	90	F-16	750
3	500	0	F-4	650
4	600	90	F/A-18	650
5	500	180	MiG-23	650
6	600	90	MiG-29	750
7	500	180	MiG-31	650
8	500	0	Su-25	450
9	600	0	Su-27	700
10	600	90	JA-37	650

the situation, and an illustration showing the starting placement of forces within the Oceana world. The briefing and starting placement of aircraft are almost identical for the other nine sorties in this category, as described in Table 4-7.

SAMPLE SORTIE 1: F-1 MIRAGE

Briefing: Disadvantaged DACT (Dissimilar Air Combat Training) One-on-One is designed to train pilots how to evade single adversaries when fighting from a position of disadvantage. This type of training is essential, because as an aviator, you will not always find the odds in your favor. You begin this sequence with a hostile aircraft in your "six." It's up to you to successfully disengage from this bandit then turn the tables on him. Fight's on—fight's on!

- **Friendly Forces** One CV *(Nimitz)*
- **Enemy Forces** One F-1 Mirage
- **Situation** You are airborne at 25,000 feet, flying due east at 600 knots. Your opponent is an F-1 Mirage, flying due east at 650 knots. He is also at 25,000 feet and about 13 nautical miles behind you.

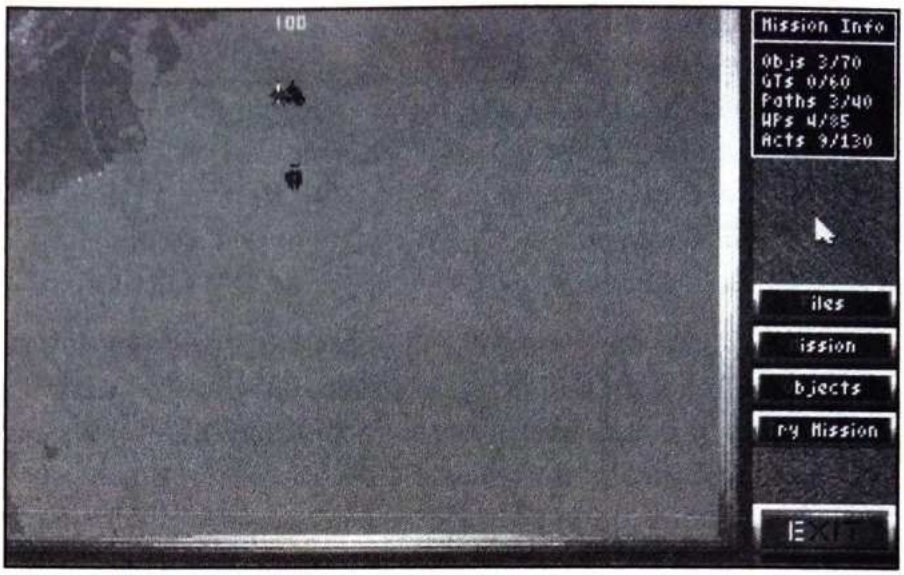


Figure 4-6
Disadvantaged DACT Sorties

One-On-Two Disadvantaged DACT Sorties

All sorties in this category begin with your aircraft at 17,000 feet. In this sortie, two (rather than one) enemy aircraft are behind you. All enemy aircraft in these sorties begin centered around 20,000 feet and flying due east. You are approximately 13 nautical miles in front of them. Table 4-8 shows the following for each of the ten sorties in this category: your speed, your heading, the type of enemy aircraft you engage, and its speed.

No illustration is provided for these sorties because, so few aircraft are involved and their relative placement is described in Table 4-8.

MISCELLANEOUS DACT SORTIES

There are six different training missions in this group: Backfires, Bear Push, Choppers, Kelts, Traitors, and UFO. Each one presents a unique tactical situation, some of which are similar to those you face later in the campaigns of Fleet Defender. These missions are available in the Oceana world. Choose the option Miscellaneous Training. Once you begin the mission, go to the briefing. At the Briefing screen, you can press the Next or Previous buttons to cycle through the six different miscellaneous missions. Note that the

Table 4-8 One-On-Two Disadvantaged Dact Sorties

Sortie #	Player		Opponent	
	Speed	Heading	Type	Speed
1	600	90	2 Yak-38s	500
2	500	180	2 Su-27s	750
3	600	90	2 Su-17s	650
4	500	90	2 F-4s	550
5	600	90	2 Mk.3s	500
6	500	180	2 MiG-31s	750
7	500	0	2 MiG-29s	650
8	600	90	2 F-5s	700
9	600	90	2 MiG-23s	700
10	500	90	2 F/A-18s	550

three Fleet Readiness Training missions are part of Miscellaneous Training in addition to the six miscellaneous missions.

A description of each of the six miscellaneous training missions follows. For each mission you will find: (1) mission identification, which lists the mission title, campaign, and mission description; (2) mission briefing, including a list of forces involved and a situational discussion; and (3) an illustration of placement of forces. For all six missions, the start time is 12:00, the weather is high sky, and the ceiling is at 50,000 feet.

At the start of each of these missions, there is one chance in ten that a single T-28 will appear in the air over Hunt Valley, Maryland. If this aircraft appears, it should be treated as enemy. It carries guns.

BACKFIRES: OCEANA MISCELLANEOUS TRAINING: DEFEND WASHINGTON, D.C., AGAINST AIR STRIKE

Briefing: The nuclear djinni has finally been let out of the bottle. An accidental launching of a Soviet SLBM has plunged the United States and Soviet Union into World War III. Although the initial exchange of missiles has subsided, squadrons of bombers carrying nuclear-tipped cruise missiles have just reached their

release points. Luckily, your F-14 squadron was at sea conducting exercises off the Virginia coast in a training area known as VACAPES when the first missiles landed. Since the start of the war less than twelve hours ago, your carrier group has moved steadily northward with Soviet attack submarines in hot pursuit. Your mission is to intercept and destroy a flight of Tu-22M Backfire bombers that are headed for the nation's capital.

- **Friendly Forces** One CV *(Nimitz)*
- **Enemy Forces** One Tu-16L, two Tu-95Ds, six Tu-22Ms, one T-28
- **Situation** You are airborne at 4000, flying due east at a speed of 600 knots. You are surrounded by nine Soviet aircraft: one Tu-95D to your north, one Tu-95D to your east, one Tu-16L to your south, and six Tu-16Ms to your west. All enemy aircraft fly directly at you, but the six bombers turn almost immediately toward Washington.

BEAR PUSH: OCEANA MISCELLANEOUS TRAINING: ESCORT A TU-95D OUT OF FRIENDLY AIRSPACE AND BACK TO BASE

Briefing: U.S. carrier groups rarely go to sea without drawing attention to themselves. They represent a major redeployment of naval aviation and in fact, the aircraft they carry often outnumber the air forces of many of the foreign countries they visit. When not tracked by Soviet satellites, our carriers are shadowed by small intelligence-gathering ships and maritime patrol craft even in

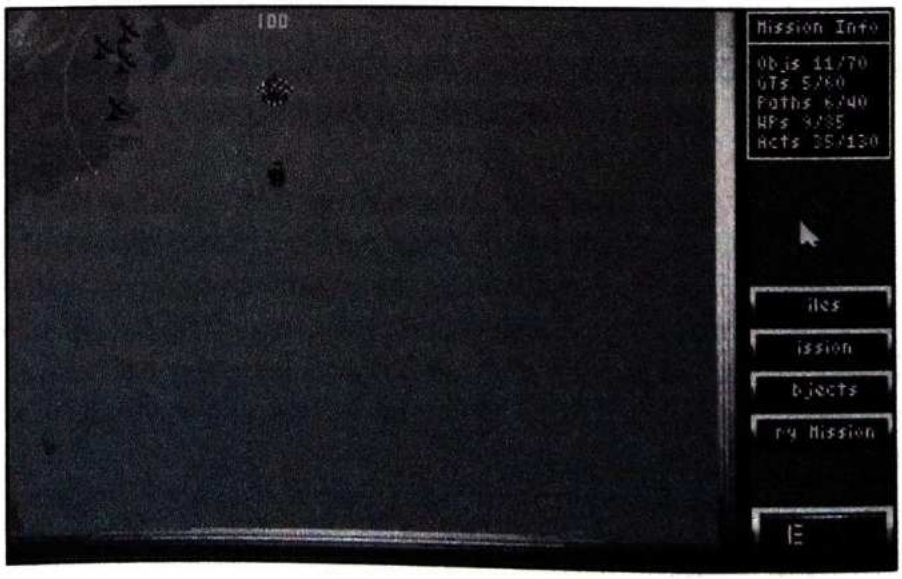


Figure 4-7
Backfires, Miscellaneous DACT sortie

our own waters. In this sequence, a Soviet Tu-95D patrol craft has been shadowing us for several hours. The steady stream of radio traffic from the Bear indicates it is periodically broadcasting our position. You are to take off from the carrier, find the Bear, and escort it out of the area.

- **Friendly Forces** One CV *(Nimitz)*
- **Enemy Forces** One Tu-95D, one T-28
- **Situation** You launch from your carrier and locate the Tu-95D reconnaissance bomber. Once you have closed with the bomber, fly with it as it returns to its base.

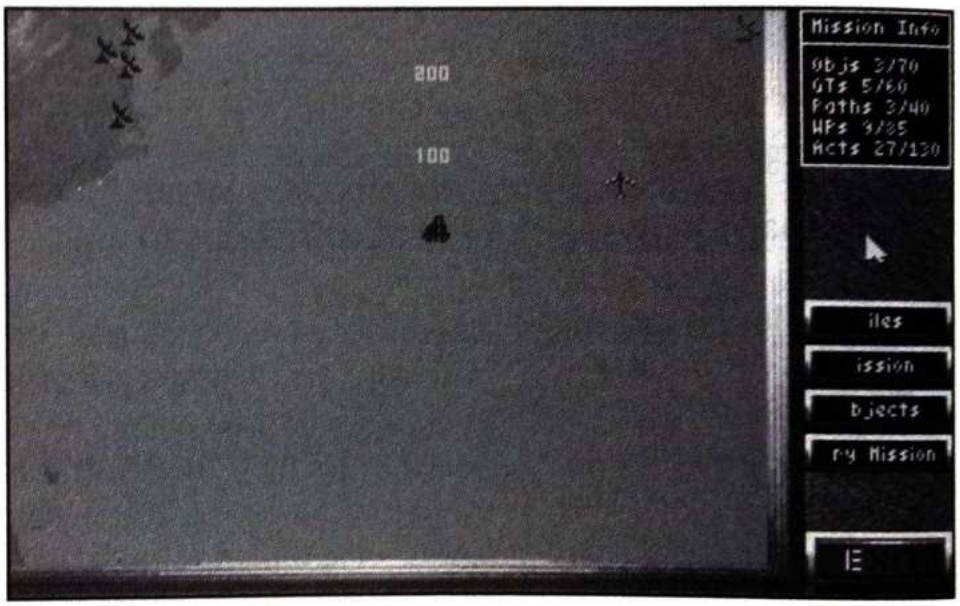


Figure 4-8
Bear Push, Miscellaneous DACT sortie

CHOPPERS: OCEANA MISCELLANEOUS TRAINING: FIGHT OFF AN AMBUSH BY EIGHT HELICOPTER GUNSHIPS

Briefing: When flying CAP, an F-14 aviator is likely to encounter many different types of hostile aircraft. There's just no telling what lurks out there just waiting for a chance to attack. In this instance, you have been jumped by a flight of Mi-24s Hind-D gunships. These powerful helicopters are armed with multibarreled Gatling-type guns that can shred an unsuspecting F-14. You begin this

sequence from a position of disadvantage, with eight Hind-Ds surrounding your aircraft. It's up to you to extricate yourself from this difficult situation and turn the tables on your attackers. Use speed to disengage then fight "in the vertical."

- **Friendly Forces** One CV *(Nimitz)*
- **Enemy Forces** Eight Mi-24s, one T-28
- **Situation** You are airborne at 4000 feet, flying due east at 600 knots. You are surrounded by eight Mi-24 Hind helicopters, all flying directly toward you. The two Mi-24s to the east are at 6000 feet, the two to the north are at 5000 feet, the two to the south are at 3000 feet, and the two to the west are at 6000 feet. All of the Hinds fly at 150 knots.

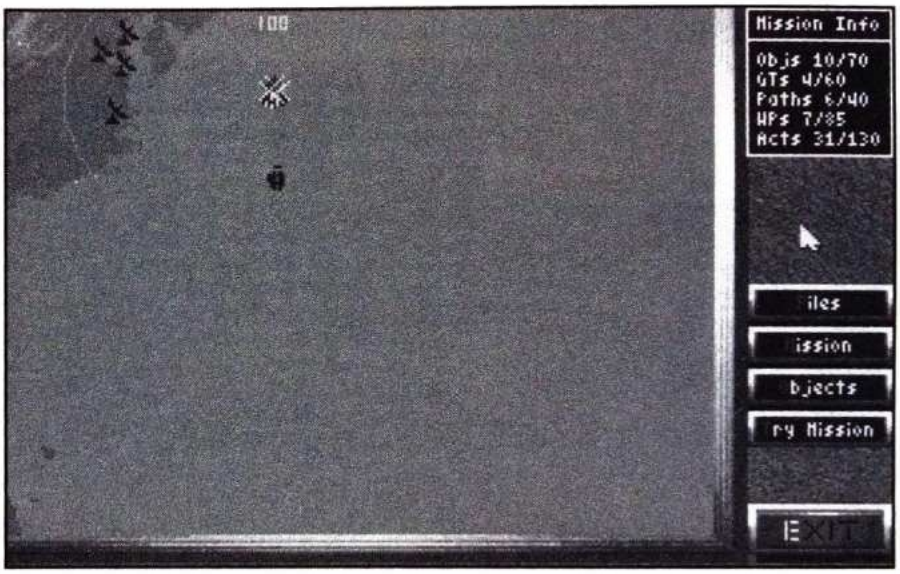


Figure 4-9
Choppers, Miscellaneous DACT sortie

KELTS: OCEANA MISCELLANEOUS TRAINING: INTERCEPT CRUISE MISSILES BEFORE THEY CAN REACH YOUR CARRIER

Briefing: When flying CAP, an F-14 aviator is likely to encounter many different types of hostile aircraft. There's just no telling what lurks out there. In this instance, you have been ordered to intercept a salvo of AS-5 cruise missiles headed for your carrier. Although these missiles are subsonic, they are difficult to engage because of their size. Also, you don't want to be too close to one if it is detonated by your cannon fire. You begin this sequence between the missiles and your carrier. Can you stop them? You'd

better, because you've got nowhere else to land if the carrier is sunk. Oh—we've added a small surprise just to keep you on your toes. Good luck!

- **Friendly Forces** One CV *(Nimitz)*
- **Enemy Forces** Nine AS-5s (cruise missiles), two Su-27s, one T-28
- **Situation** You are airborne at 4000 feet, flying due east at 600 knots. Approximately 100 nautical miles in front of you are three groups of three cruise missiles headed for your carrier. The groups to the left and right are at 6000 feet. The group in the center is at 5000 feet. The surprise in this mission is a pair of Su-27s 50 nautical miles behind the cruise missiles that is headed your way.

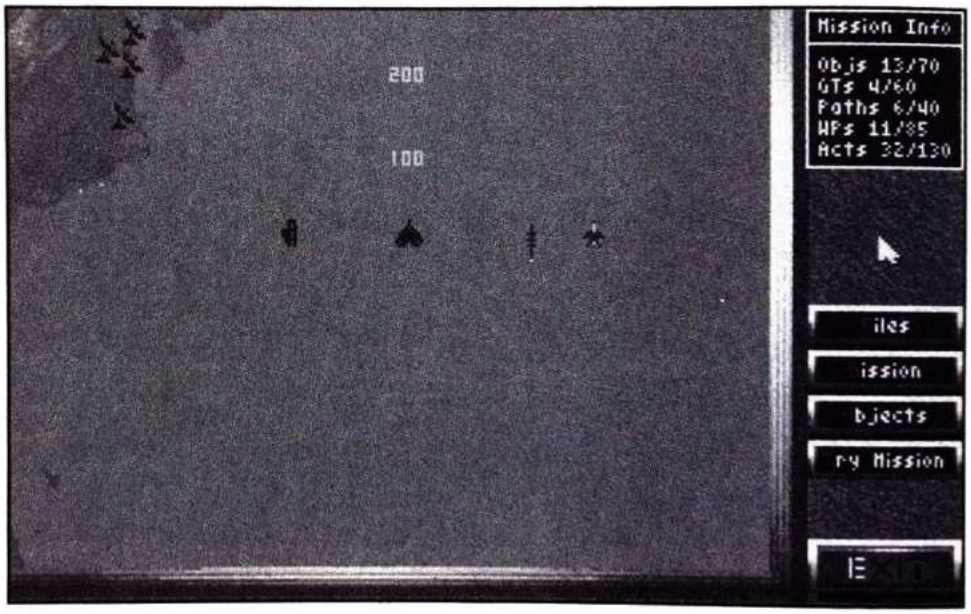


Figure 4-10
Kelts, Miscellaneous DACT Sortie

TRAITORS: OCEANA MISCELLANEOUS TRAINING: GUARD A CUBAN DEFECTOR FROM HIS WINGMAN AND PREVENT YOUR WINGMAN FROM DEFECTING TO CUBA IN AN F-14

Briefing: When flying CAP, an F-14 aviator is likely to encounter many different types of hostile aircraft. There's just no telling what lurks out there. In this instance, you have been ordered to intercept a pair of Cuban MiGs. Just as you detect them on radar, one of the Cubans announces he wants to defect and is being chased by the other MiG. To make matters worse, your new wingman tells

you he's skipping off to Havana to sell his F-14 to Fidel. The four of you prepare to meet at the merge. Now, just who can you count on and who are the traitors? Count on a somewhat different dogfight this time!

- **Friendly Forces** One CV *(Nimitz)*, one MiG-29 (Cuban defector)
- **Enemy Forces** One F-14 (defector), one MiG-29 (Cuban), one T-28
- **Situation** You are airborne at 15,000 feet, flying due south at 600 knots. Your wingman is 50 nautical miles to your west at 20,000 feet and flying due north at 600 knots. Approximately 25 nautical miles to your east is a Cuban MiG-29 at 15,000 feet flying due north at 600 knots. A second MiG, also at 20,000 feet and flying due north at 600 knots, is 25 nautical miles beyond the first MiG. The MiG farthest from you is about to defect to the U.S., and your wingman is about to defect to Cuba. A civilian DC-10 is 25 nautical miles to your south at 30,000 feet, flying northwest at 500 knots.

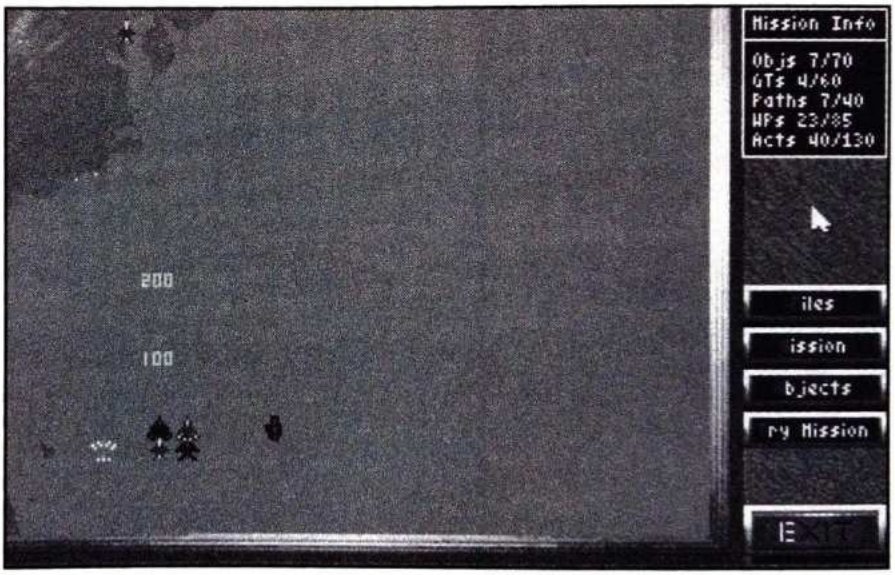


Figure 4-11
Traitors, Miscellaneous DACT Sortie

UFO: OCEANA MISCELLANEOUS TRAINING: INVESTIGATE THE REPORTED SIGHTING OF AN UNIDENTIFIED FLYING OBJECT (UFO)

Briefing: It's Halloween. Your squadron has been holding exercises off the Florida coast for the past several weeks. Despite being so near to the Bermuda Triangle, the cruise has been uneventful—even the Cubans have stayed well away. In an instant, all that changes. Off in the distant sky, strange lights have been reported. From the CIC

comes word to scramble. The Air Boss can be heard joking about the possibility of UFOs tailing the ship. To you, it's no joke, however, since you're the one who has to check it out. Use caution and expect the unexpected. The radar contact may be due to faulty equipment, but then again... If there is something strange out there, be careful it doesn't turn your F-14 into a crop circle.

- **Friendly Forces** One CV *(Nimitz)*
- **Enemy Forces** One UFO or five TBFs or four MiG-21s, one T-28
- **Situation** You launch from the carrier and investigate an unidentified flying object that has appeared on your carrier's radar. Odds are, the UFO is one of the following: flying saucer (50 percent), five TBF Avenger bombers that disappeared in the Bermuda Triangle many years ago (30 percent), or four MiG-21s (20 percent). The Avengers are friendly and will fly to the Oceana Naval Air Station to land. The MiG-21s are hostile. The flying saucer is also hostile. It flies at a speed well over 1000 knots and is armed with a gun. It can be destroyed with a missile fired down the throat.

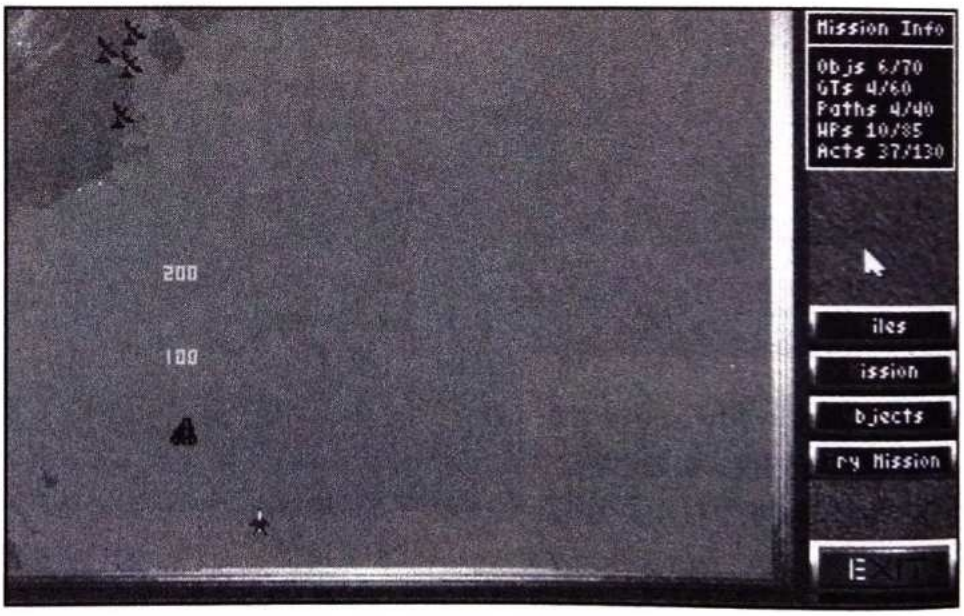


Figure 4-12
UFO, Miscellaneous DACT Sortie

WINGMAN TRAINING SORTIES

The last stage in your training is wingman training, where you fly practice missions with a wingman for the first time. The purpose of these missions is to provide experience fighting as a two-aircraft team. Once the real campaigns begin, you will need to understand how best to utilize the support of your wingman. The Wingman Training missions simulate several of the types of missions and situations that you encounter during the campaigns.

The Wingman Training missions are available in the Oceana world. Choose the option Wingman Training. Once you begin the mission, go to the briefing. At the Briefing screen, press the Next or Previous buttons to cycle through the available wingman missions.

The ten different wingman training missions are Caged Cats, Big Stick, Falcon Fight, Hostile Intent, Hunt Valley, Opposite View, Sky Jack, Trimming the "Beard," Triple Play, and Twin Victors. A description of each of these ten missions follows. For each mission you will find: (1) mission identification, which lists the mission title, campaign, and mission description; (2) mission briefing, including a list of forces involved and a situational discussion; and (3) an illustration of placement of forces. For all ten missions, the start time is 12:00, and the weather is high sky.

At the start of each of these Wingman Training missions, there is one chance in ten that a single enemy T-28 trainer will fly around Hunt Valley, Maryland. See the section about Miscellaneous DACT sorties earlier in this chapter for more information about the T-28.

CAGED CATS: OCEANA WINGMAN TRAINING: HOLD OFF A SWARM OF ENEMY FIGHTERS UNTIL HELP ARRIVES TO TURN THE BATTLE

Briefing: You and your wingman have been surrounded by Cuban fighters. It looks like it's going to be a long afternoon. Like cats in a cage, your two F-14s must hold off the enemy until the Ready 5 arrives. The Hawkeye has detected at least eight MiG-21s in the immediate vicinity of your CAP. Good luck, guys!

- **Friendly Forces** One CV *(Nimitz)*, two CGs, four DDGs, two F-14s (Ready 5), one E-2C, one SH-60 (Helo)
- **Enemy Forces** Eight MiG-21s
- **Situation** You and your wingman are at 25,000 feet, flying at a speed of 600 knots. You are surrounded by ten MiG-21s from Cuba. You must hold off the MiGs until two F-14s arrive from the carrier to help you out.

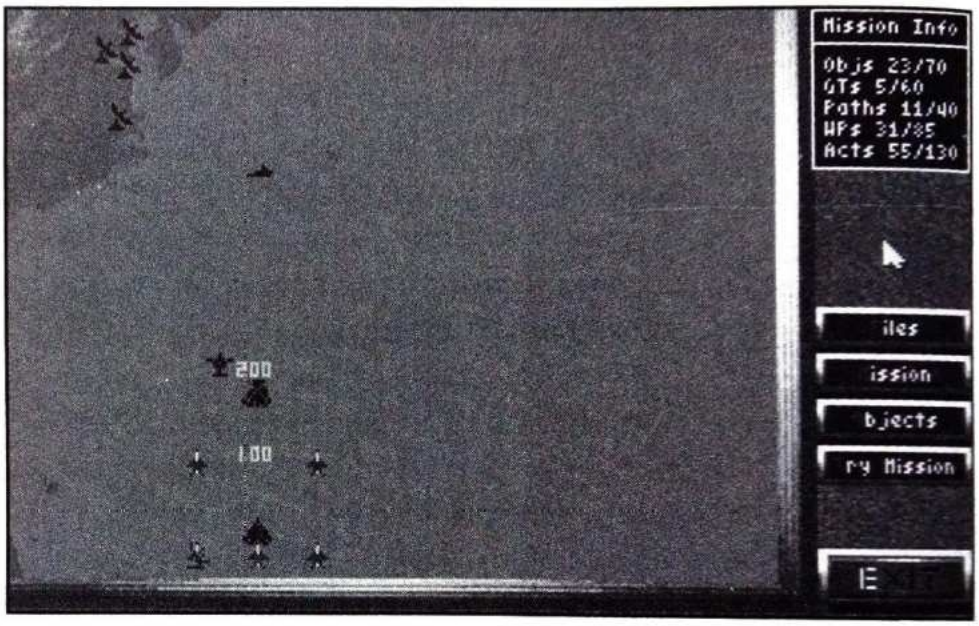


Figure 4-13
Caged Cats, Wingman Training sortie

BIG STICK: OCEANA WINGMAN TRAINING: ESCORT AIR ATTACK AGAINST SOVIET NAVAL TASK FORCE

Briefing: The hostile intention of the Kirov group has been verified by Naval Intelligence. These renegade ships must be stopped before they get in range of our Eastern Seaboard. Tired of speaking softly, the U.S. government has decided to resort to the "big stick." Two strike packages of F/A-18 Hornets have been launched to deal with these ships and remove the threat their weapons pose to our cities. You and your wingman have been ordered to escort one of these strike packages to the target and back.

- **Friendly Forces** One CV *(Nimitz)*, two CGs, four DDGs, two F-14s, one E-2C, one SH-60 (Helo), eight F/A-18s, two EA-6Bs, two KA-6s
- **Enemy Forces** One BCG *(Kirov)*, two CGs, four DDGs, two Tu-95s, two Ka-27s (Helo), four Ka-25s (Helo)

- **Situation** You and your wingman launch and escort an air strike against an approaching Soviet naval task force. The air strike will be delivered by eight F/A-18 Hornets, accompanied by two EA-6B jamming aircraft and two KA-6 tankers. There are no Soviet fighters defending the task force—only a few ASW helicopters.

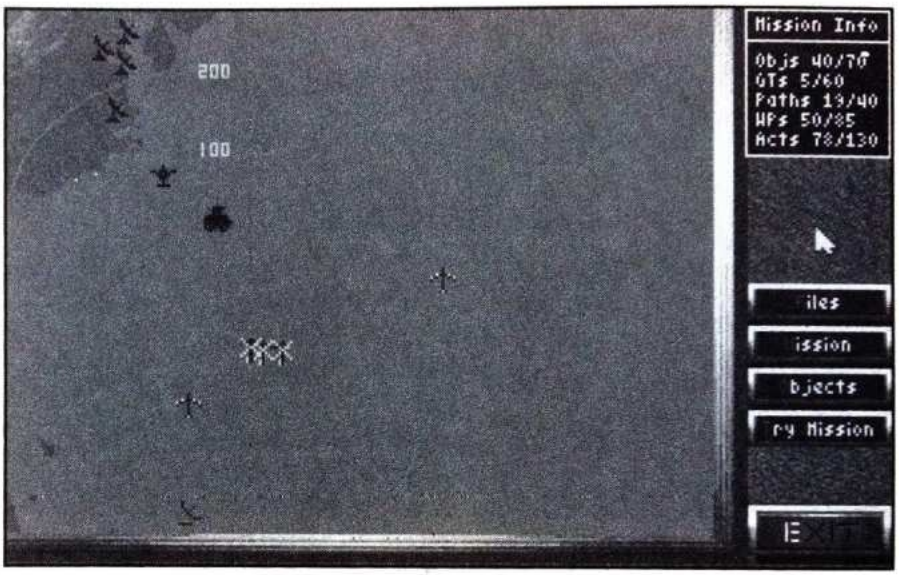


Figure 4-14
Big Stick, Wingman Training sortie

FALCON FIGHT: OCEANA WINGMAN TRAINING: INTERCEPT INCOMING FIGHTERS AND PREVENT THEM FROM REACHING THE CARRIER

Briefing: The Air Force has issued your squadron a challenge. They say their F-16s can beat up on Navy guys any day of the week. In reply, your Commanding Officer says one Tomcat is worth three F-16s. He has nominated you and your wingman to mix it up with six Falcons and uphold the honor of the squadron. The Falcons are located due west of your carrier. Their standing bet says they can blow past our CAP and reach our carrier. If they do, they win. Don't let the CO down. He's got money ridin' on this one.

- **Friendly Forces** One CV *(Nimitz)*, two CGs, four DDGs; one SH-60 (Helo)
- **Enemy Forces** Six F-16s

- **Situation** You and your wingman launch and attempt to intercept two flights of F-16s coming from the Virginia coast. Two additional F-16s follow, approximately 25 nautical miles behind the first F-16s.

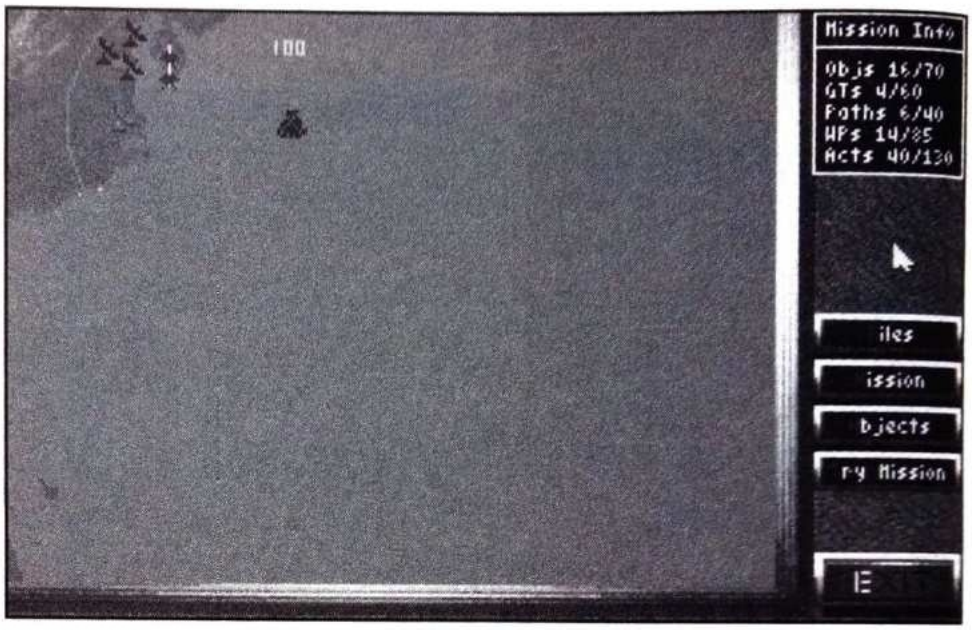


Figure 4-15
Falcon Fight, Wingman Training sortie

HOSTILE INTENT: OCEANA WINGMAN TRAINING: ESCORT A TARPS-EQUIPPED F-14 ON A RECONNAISSANCE MISSION

Briefing: A Soviet naval group bound for port in Cuba has suddenly changed direction and is now headed for the Virginia coast. Due to the political upheaval in Russia, no one knows exactly what these ships are up to. The group is apparently led by the nuclear battle cruiser Kirov. Naval Intelligence needs photographic information that, so far, it has been unable to obtain from satellites. You and your wingman, therefore, have been ordered to escort a TARPS-equipped F-14 to the Russian ships and back to the carrier safely.

- **Friendly Forces** One CV *(Nimitz)*, two CGs, four DDGs, three F-14s (TARPS, Ready 5), one SH-60 (Helo)
- **Enemy Forces** One BCG *(Kirov)*, two CGs, four DDGs, Two Tu-95Ds, four Ka-27s (Helo), two Ka-25s (Helo)

- **Situation** You and your wingman launch and escort a TARPS-equipped F-14 on a flight over an approaching Soviet task force. There are no Soviet fighters in the area, but six Soviet ASW helicopters fly over their task force.

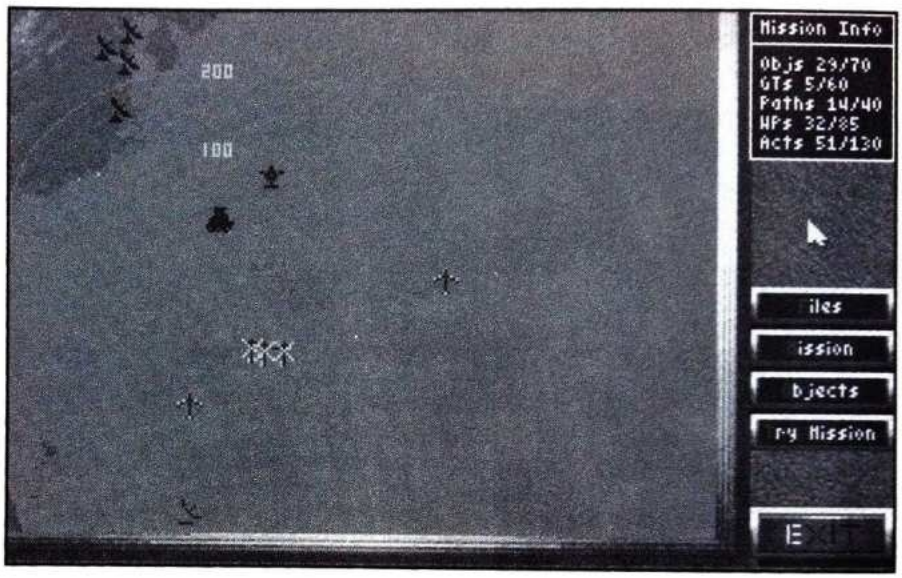


Figure 4-16
Hostile Intent, Wingman Training sortie

HUNT VALLEY: OCEANA WINGMAN TRAINING: DEFEND AGAINST AIR STRIKE

Briefing: The Central Intelligence Agency has uncovered a plot against East Coast entertainment software companies. Apparently, a consortium of foreign board-game manufacturers has decided to carry out a surprise attack on their competition within the U.S. To that end, a number of Soviet aircraft have been hired to launch a cruise missile attack at the Hunt Valley, Maryland, complex of a prominent software company. Your mission is to intercept this group(s) of rent-a-MiGs before they reach their target. If the enemy is successful in destroying Hunt Valley, it will send shock waves throughout the entire computer industry.

- **Friendly Forces** One CV *(Nimitz)*, two CGs, four DDGs, one E-2C, one SH-60 (Helo)
- **Enemy Forces** Six MiG-29s, three Su-24s

✪ **Situation** You and your wingman launch and fly to Hunt Valley, Maryland, where the offices of MicroProse Software, Inc. are located. You are to defend against an air attack by six MiG-29s and three Su-24s.

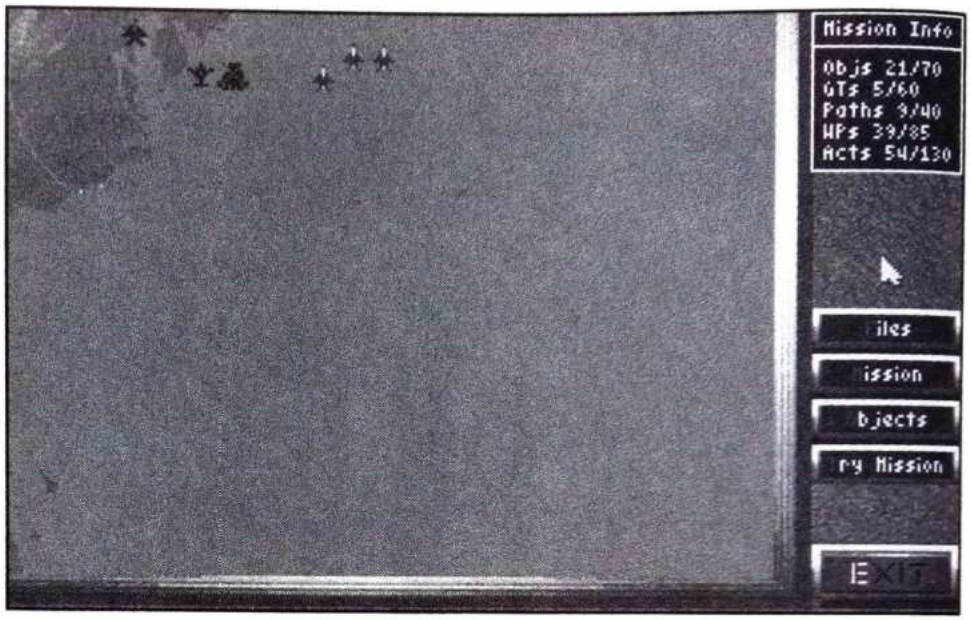


Figure 4-17
Hunt Valley, Wingman Training sortie

OPPOSITE VIEW: OCEANA WINGMAN TRAINING: TEST CARRIER DEFENSES BY ATTEMPTING TO PENETRATE FIGHTER SCREEN

Briefing: The Navy has decided to test just how well our carrier groups can defend themselves from Soviet air attack. A series of exercises is being conducted in the VACAPES training area off the Virginia coast. Your squadron of F-14s is to operate out of Oceana. Its mission is to probe the carrier group's defenses, looking for a weak spot. In this sequence, you and your wingman are to penetrate the carrier's air defenses and attempt to over-fly the carrier's flight deck. If you can do that, consider it a moral victory. You are authorized to "down" any U.S. aircraft that try to intervene.

Enemy Forces One CV *(Nimitz)*, two CGs, four DDGs, ten F-14s, two S-3s, four F/A-18s, one E-2C, 7 SH-60s (Helo)

Situation You and your wingman take off from the Oceana Naval Air Station and attempt to penetrate your carrier's air defenses. Your goal is to fly over the deck of the carrier. There is a lot of air activity over the carrier: two S-3s and six SH-60s are conducting ASW patrols, and four F/A-18s are conducting a mock air attack to the north. There are eight F-14s on CAP and two more available as the Ready 5.

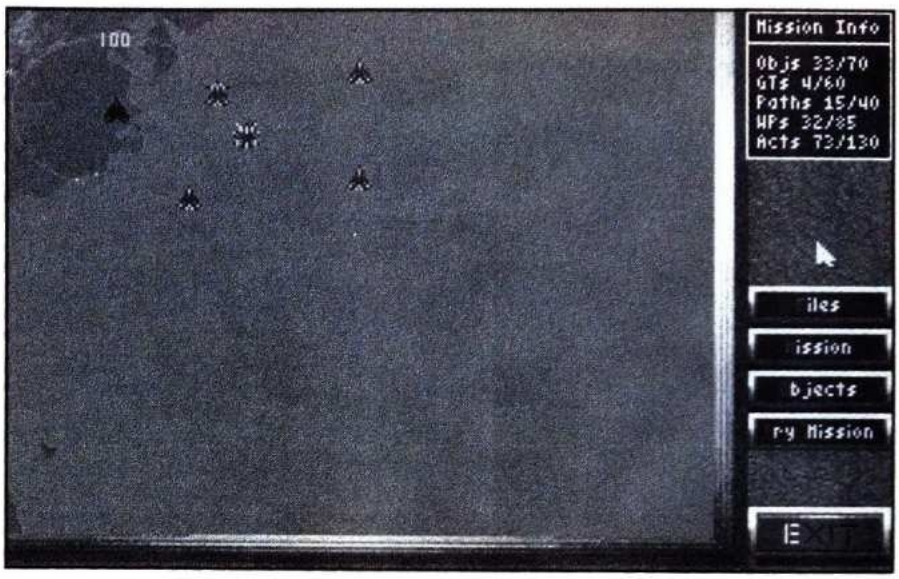


Figure 4-18
Opposite View, Wingman Training sortie

SKYJACK: OCEANA WINGMAN TRAINING: RESCUE A CIVILIAN DC-10 BEING SKYJACKED BY CUBAN FIGHTERS

Briefing: A DC-10 carrying at least 180 Americans has been intercepted by Cuban fighters for allegedly violating Cuban airspace. The plane was returning to the United States after a weekend gambling junket on the island of Aruba. Although the airliner is currently over international waters, the pilot of the DC-10 has been instructed to land at Santa Clara, a military airfield in central Cuba. Reportedly, he is escorted by a number of Cuban military aircraft. Your mission is to drive off the Cuban aircraft and rescue the airliner.

- **Friendly Forces** One CV *(Nimitz)*, two CGs, four DDGs, one E-2C, one SH-60 (Helo)

- **Enemy Forces** Four MiG-23s
- **Civilians** One DC-10
- **Situation** You and your wingman launch and attempt to intercept four MiG-23s from Cuba that are attempting to force a DC-10 from an American airline to land in Cuba. You are to drive off the MiG-23s.

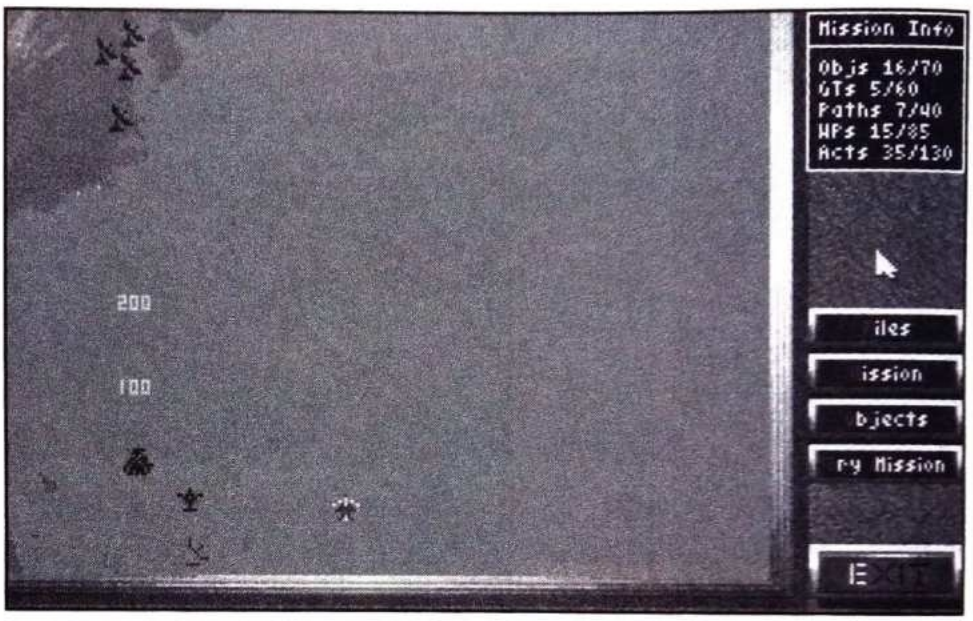


Figure 4-19
Skyjack, Wingman Training sortie

TRIMMING THE "BEARD": OCEANA WINGMAN TRAINING: INTERCEPT INCOMING AIR ATTACK CARRIER TASK FORCE

Briefing: Devastated by the loss of Soviet economic subsidies, Cuban society teeters at the edge of revolution. Castro, fearing an end to his grand experiment, is eager to show communist hard-liners within Russia that, should they come to power, he remains dedicated to the cause and worthy of their charity. In a show of force intended to be mainly symbolic, a flight of Cuban fighters has left the Holguin military airfield to challenge the U.S. Your carrier has been on station in the Caribbean supporting the ongoing operation around Haiti. Now, with Cuban aircraft inbound, your mission has taken on a whole new character. You and your wingman are to intercept the Cubans and prevent them from attacking our ships.

- **Friendly Forces** One CV *(Nimitz)*, two CGs, four DDGs, two F-14s (Ready 5), one E-2C, one SH-60 (Helo)
- **Enemy Forces** Three MiG-23s, two MiG-21s
- **Situation** You and your wingman launch and attempt to intercept three MiG-23s from Cuba that are attempting to attack your carrier. The MiG-23s are approaching in a Combat Spread formation. They are escorted by two MiG-21s in front, flying in a Cruise formation.

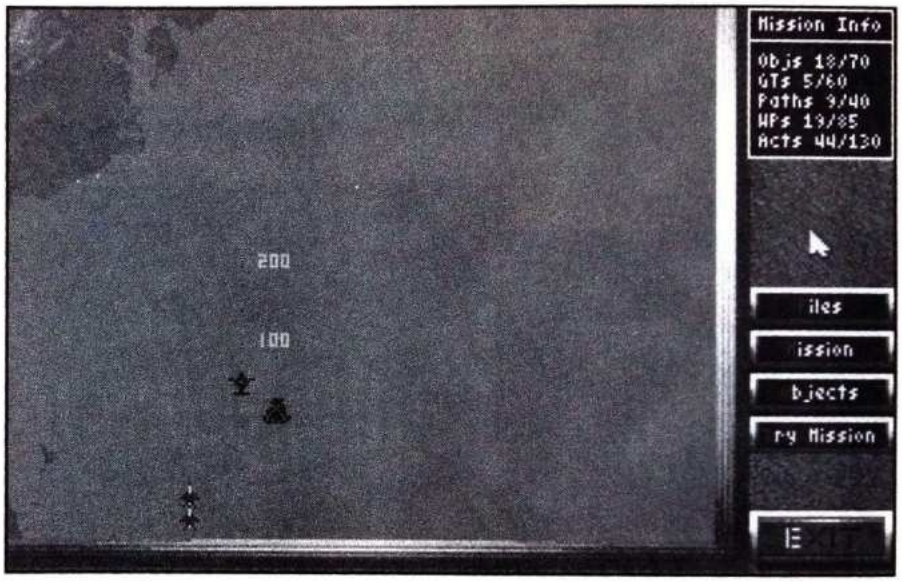


Figure 4-20
Trimming the "Beard," Wingman Training sortie

TRIPLE PLAY: OCEANA WINGMAN TRAINING: INTERCEPT AIR ATTACK ON CARRIER BY INCOMING LONG-RANGE BOMBERS

Briefing: Three formations of Soviet bombers have been detected approaching our carrier group. These aircraft are undoubtedly equipped with cruise missiles and, thus, pose a significant threat to our ships. You and your wingman are assigned to intercept the middle group of bombers. If both of you attack this group, the other two will probably get through. Therefore, as the flight leader, you must make a decision whether to stay together or operate independently. If you decide to split up, your ability to control multiple engagements will be tested to the limit.

- **Friendly Forces** One CV *(Nimitz)*, two CGs, four DDGs, one E-2C, one SH-60 (Helo)
- **Enemy Forces** Nine Tu-95Gs, three Tu-16Ls
- **Situation** You and your wingman launch and attempt to intercept nine Tu-95Gs that are approaching with the intent to launch a cruise missile attack against your carrier. Three Tu-95Gs are approaching from the north, three from the northeast, and three from the east. You probably don't have time to intercept all three groups if your wingman stays with you. Consider how to best allocate yourself and your wingman against the incoming groups. Individual Tu-16L aircraft are also nearby on reconnaissance missions, but they can be ignored—at least until the bombers are stopped.

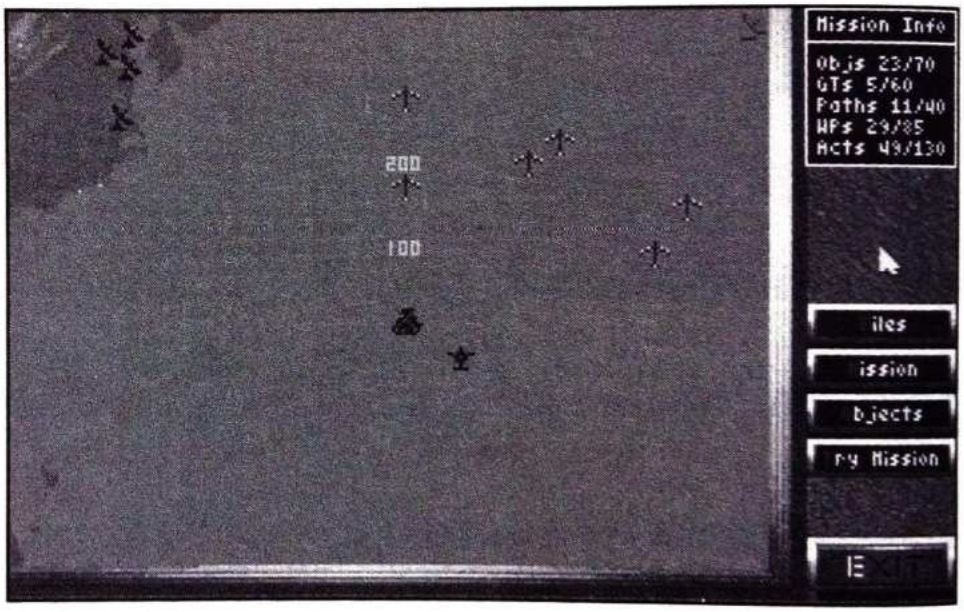


Figure 4-21
Triple Play, Wingman Training sortie

TWIN VICTORIES: OCEANA WINGMAN TRAINING: ESCORT ANTI-SUBMARINE WARFARE AIRCRAFT

Briefing: Naval intelligence has received reports that two Soviet Victor III-class submarines have left the Cuban port of Mariel, near Havana, to intercept our carrier group. A P-3 Orion out of Homestead AFB (prehurricane) has made contact with what it believes to be at least one of the subs about 160 nautical miles southwest of our current position. Your mission is to escort a flight of S-3 Viking ASW while they investigate the contact. The Cubans have

a number of fighters operating in the area. Use appropriate caution but remember your rules of engagement. You may only fire on Cuban aircraft in self-defense.

- **Friendly Forces** One CV *(Nimitz)*, two CGs, four DDGs, one P-3, two S-3s, one E-2C, one SH-60 (Helo)
- **Enemy Forces** One Victor-class submarine; one Tu-95D, four MiG-21s
- **Situation** You and your wingman launch and escort two S-3 Vikings that are flying south to investigate a submarine contact. There are four MiG-21s from Cuba in the area and the submarine is a Victor-class boat that recently sailed from Cuba. You cannot attack the Cuban aircraft unless they fire first, so be prepared. Do not leave the S-3s or your own aircraft exposed to an easy attack.

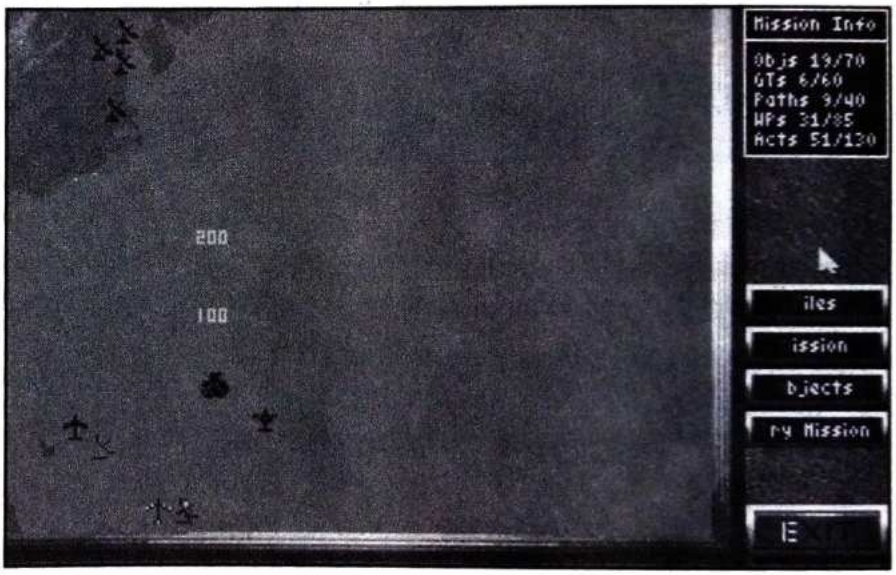


Figure 4-22
Twin Victors, Wingman Training sortie

POWDER KEG
5

At the start of the Powder Keg Campaign, your carrier battle group lies west of Crete in the eastern Mediterranean Sea. Soviet forces support Syria against Israel with the help of their Libyan allies. A Soviet carrier group and transports enter the Aegean Sea from the Black Sea and make their way toward Syria. NATO expects that the Soviets will make an attempt to neutralize or capture friendly naval and air bases on Crete.

Your carrier is the only major asset available to stop the Soviet task force from reaching Syria. The Soviets will try to sink or badly cripple your ship to accomplish their mission. If they succeed, Soviet troops will reinforce the Syrians.

SITUATION AND MISSIONS

The general situation in this theater is shown in Figure 5-1. The forces of Turkey and Greece are friendly, but they are unable to do much except defend their own air space. If Soviet aircraft pass over their countries, both will attempt to engage.

Figure 5-1
Situation at the start of the Powder Keg Campaign

The Libyans are hostile. Soviet aircraft may be based in Libya, and the Libyans' naval and air forces threaten to attack the carrier. The Libyan navy consists mainly of old Soviet submarines and small attack boats carrying torpedoes and missiles.

In many of the early missions, you may encounter civilian passenger aircraft. Until these are grounded in the later missions, take care not to accidentally engage these aircraft.

The Powder Keg Mission Tree is shown in Figure 5-2. This tree shows graphically the flow of the campaign as you win and lose missions. Each mission in the campaign is represented by a box. Once that mission is completed, you move along one of the arrows out of the box, to the box of the next mission that you will play. If you win a mission, the path of the campaign moves along an arrow that points to the right along the top row or upward to the top row. If you lose a mission, the path to the next mission moves to the right along the bottom row or downward to the bottom row.

Begin the campaign by playing Mission 1, CAP. If you win this mission, the campaign continues and you advance to play Mission 2, Alert 5. The box for this mission is along the top row, and you move along the arrow to the top right. If you lose Mission 1, you next play Mission 3, Defend the Hawkeye, instead of Mission 2. In this case, you move along the arrow to the bottom right, down to

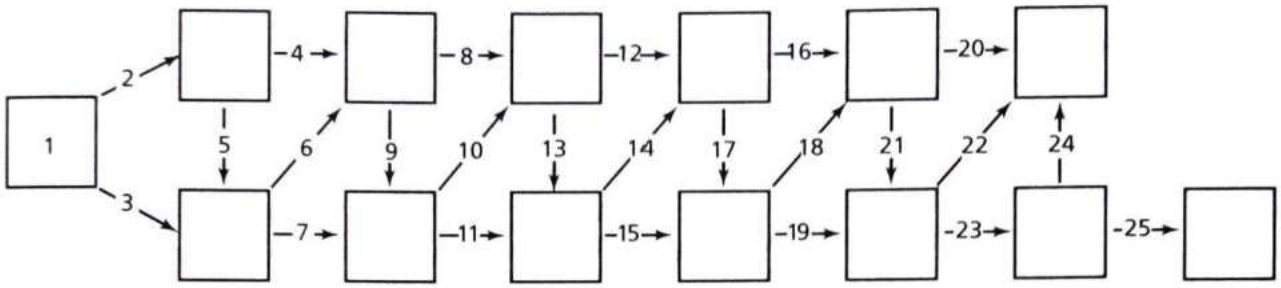


Figure 5-2 Powder Keg Mission Tree

Mission #	Name	Mission #	Name
1	Combat Air Patrol	12 and 14	TARPS
2	Alert 5	15 and 17	Just the FACs
3 and 5	Defend the Hawkeye	16 and 18	Frantic Furball
4 and 6	Bear Hunting	19 and 21	ASW Sweep
7 and 9	Battle for Crete	20, 22, and 24	Counter Strike
8 and 10	Aegean Choke Hold	23	Tip of the Spear
11 and 13	Choppers over Crete	25	Syrian Gambit

the bottom row. If you win every mission you play, the Powder Keg Campaign can be completed in seven missions: 1, 2, 4, 8, 12, 16, and 20. The maximum number of missions that you can play in the campaign is 13. Note that it is possible to lose the first six missions, win the next two, and still win the campaign.

The individual missions of the Powder Keg Campaign are described in the remainder of this chapter. Remember, the Power Keg Campaign is part of the Mediterranean Campaign. Each mission heading throughout the chapter includes the mission number, name, and description. The mission briefing follows each mission headings and includes summary text, as well as the following information:

- **Victory** What you and your wingman must accomplish to win the mission
- **Time** The time the mission starts (may be a random time)
- **Weather** The weather conditions at the start of the mission (may be randomly determined)
- **Ceiling** The altitude of cloud cover
- **Friendly Forces** The forces on your side within the mission area (not all of these will be helpful)

- **Enemy Forces** The enemy forces arrayed against you in this mission (you may interact with only a portion of these forces)
- **Neutrals** The military and civilian aircraft that are present in the battle area
- **Situation** A brief discussion of the situation including: the placement of friendly, enemy, and neutral forces at the start of the mission; objectives of enemy forces where known; and an overview of what you need to do to accomplish your mission

MISSION 1: COMBAT AIR PATROL: DEFEND CARRIER GROUP AGAINST AIR STRIKE

Briefing: Your assignment is to fly a Combat Air Patrol over the carrier group as it steams eastward. The political situation is very fluid. A Soviet amphibious force sails through the Aegean Sea at this very moment. Unless the diplomats can persuade Moscow to turn these ships around, the U.S. will be compelled to act. Prepare to defend the carrier against any surprise attacks.

- **Victory** Prevent the carrier from suffering any damage from enemy aircraft or cruise missiles until you receive clearance
- **Time** 12:00
- **Weather** High sky
- **Ceiling** 20,000
- **Friendly Forces** One CV *(Nimitz)*, two CGs, two DDGs, eight F-14s (Fleet CAP 1, 2, 3; Ready 5), one E-2C (AWACS), two P-3s, one EC-130Q, one SH-2 (SAR Helo), three F-4s (Greece), two F-16s (Turkey), two F-16s (Egypt)
- **Enemy Forces** One CVH *(Minsk)*, one CGH *(Moscow)*, two CGs, three LSTs, one AFS, three FFs; one Tu-16L, eight Tu-16Gs, two Tu-95Ds, one Tu-95G, two Yak-38s, one Ka-25 (Helo), five MiG-23s (Libya), two Su-22s (Libya)
- **Neutrals** Two DC-10s
- **Situation** It is peacetime, but that is about to change. You and your wingman are to launch and perform a CAP to the northwest of the carrier. Eight Soviet Tu-16Gs approach from that direction to attack the carrier. One Tu-95G approaches from Syria to attack the carrier. Two Libyan MiG-23s are coming from the west-southwest to attack the carrier, as well. A civilian DC-10 takes off from Crete and heads for Sicily. Another civilian DC-10 takes off the coast of Egypt and heads for Rome.

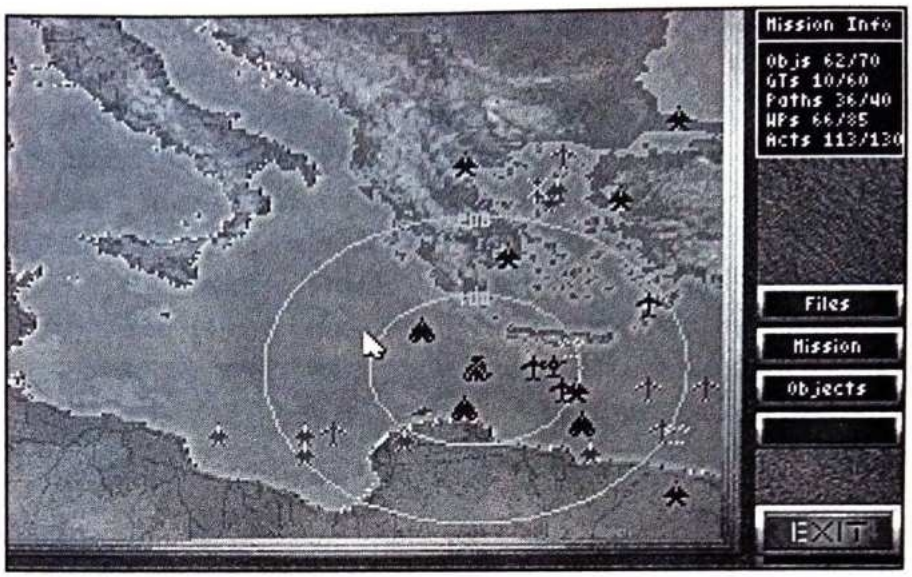


Figure 5-3
Combat Air Patrol, Powder Keg Mission 1

MISSION 2: ALERT 5: DEFEND CARRIER GROUP AGAINST AIR STRIKE

Briefing: Congratulations! The carrier was undamaged by the Soviet surprise strike. Now, the war is on, and Soviet fighters tangle with our CAPs. Their objective: to whittle down our interceptor strength before the main attack. As Ready 5 aircraft, you and your wingman are to assist the outer CAPs.

- **Victory** Prevent more than three F-14s from being shot down by enemy fighters until the tower clears your return
- **Time** Random
- **Weather** Random
- **Ceiling** 20,000
- **Friendly Forces** One CV *(Nimitz)*, two CGs, two DDGs, eight F-14s (Fleet CAP 1, 2, 3, 4), one E-2C (AWACS), two P-3s, one EC-130Q, one SH-2 (SAR Helo), three F-4s (Greece), two F-16s (Turkey), two F-16s (Egypt)
- **Enemy Forces** One CVH *(Minsk)*, one CGH *(Moscow)*, two CGs, three LSTs, one AFS, one Tu-16L, two Tu-95Ds, six Yak-38s, eight Su-22s, six MiG-23s, two Ka-27s (Helo); three MiG-23s (Libya); two Su-22s (Libya)
- **Neutrals** Two DC-10s

- **Situation** You and your wingman launch from the carrier deck as the Ready 5. Immediately, three groups of Soviet fighters head toward your position: four Yak-38s from the north, four Su-22s from the southwest, and six MiG-23s from the southeast. Your CAP lasts at least 20 minutes before you are recalled. Most likely, the first friendly CAP to be engaged is the one to the southeast, near the six MiG-23s. There are also four Su-22s in this area.

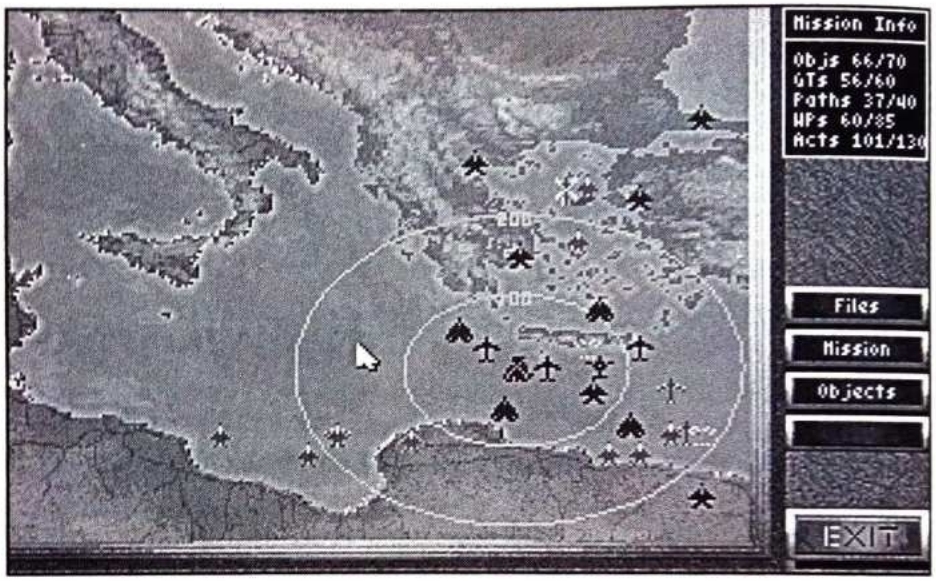


Figure 5-4
Alert 5, Powder Keg Mission 2

Missions 3 and 5 (Defend the Hawkeye): You fly Mission 3 if you lose Mission 1 (Combat Air Patrol). You fly Mission 5 if you lose Mission 2 (Alert 5).

MISSION 3: DEFEND THE HAWKEYE: DEFEND THE AIR GROUP'S E-2C HAWKEYE AGAINST AIR ATTACK

Briefing: Unfortunately, our carrier group suffered some damage in the last attack. The Soviets marshal their forces for the knockout blow. The cornerstone of our air defense is the E-2C Hawkeye. Without its powerful radar to detect incoming raids, our carrier group is less able to defend itself. In an attempt to take out our eye-in-the-sky, Libyan fighters scramble en mass to attack the E-2C.

- **Victory** Prevent the E-2C from being shot down by enemy fighters until the tower clears your return
- **Time** Random
- **Weather** Random
- **Ceiling** 20,000
- **Friendly Forces** One CV *(Nimitz)*, two CGs, two DDGs, eight F-14s (Fleet CAP 1, 2, 3; Ready 5), one E-2C (AWACS), one EC-130Q, one SH-2 (SAR Helo); three F-4s (Greece), one F-16 (Turkey), two F-16s (Egypt)
- **Enemy Forces** One CVH *(Minsk)*, one CGH *(Moscow)*, two CGs, three LSTs, one AFS, one Tu-16L, four Yak-38s, one Ka-27 (Helo), six MiG-23s (Libya), six F-1s (Libya)
- **Neutrals** One DC-10
- **Situation** You and your wingman are airborne and guard the air group's E-2C Hawkeye AWACS aircraft. The Libyans plan to knock out the E-2C. Six MiG-23s approach from the west, and four Mirage F-1s approach from the south. Farther to the west, two Libyan Mirage F-1s approach with the intent of launching cruise missiles at your carrier. Four Libyan missile boats are also approaching the carrier from the southwest. A civilian DC-10 takes off from Athens and heads for Cairo.

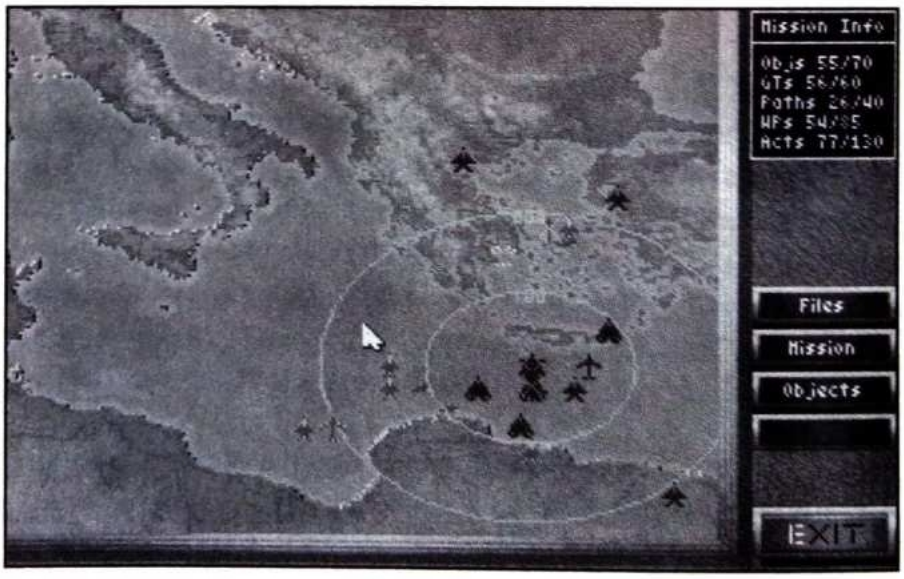


Figure 5-5
Defend the Hawkeye, Powder Keg Missions 3 and 5

MISSION 5: DEFEND THE HAWKEYE: DEFEND THE AIR GROUP'S E-2C HAWKEYE AGAINST AIR ATTACK

This mission is identical to Mission 3 except that the briefing text is different. Refer to Mission 3 for information about the victory conditions and situation. The deployment of forces is shown in Figure 5-5.

Briefing: Your last mission is considered a failure due to the high number of F-14s lost. Now the Soviets marshal their forces for the knockout blow. In an attempt to take out our eye-in-the-sky, Libyan fighters scramble en masse to attack the E-2C—the cornerstone of our air defense. Without its powerful radar to detect incoming raids, our carrier group is less able to defend itself.

Missions 4 and 6 (Bear Hunting): You fly Mission 4 if you win Mission 2 (Alert 5). You fly Mission 6 if you win Missions 3 or 5 (Defend the Hawkeye).

MISSION 4: BEAR HUNTING: ATTACK TU-95D BEAR RECONNAISSANCE AIRCRAFT STALKING THE CARRIER GROUP

Briefing: Congratulations! The first major skirmish of the war has resulted in a small victory for your carrier group. The F-14 squadrons managed to fend off the attacking fighters. Unfortunately, you detect a number of Tu-95Ds probing the outer edges of our air defense. This can only mean the Soviets are trying to locate our ships before launching a major raid. Your mission is to find and destroy these reconnaissance platforms before they find us. Careful! A flight of Turkish F-16s is thought to be operating in the area.

- **Victory** Shoot down at least three of the Tu-95Ds
- **Time** Random
- **Weather** Random
- **Ceiling** 20,000
- **Friendly Forces** One CV *(Nimitz)*, two CGs, two DDGs, eight F-14s (Fleet CAP 1, 2, 3; Ready 5), one E-2C (AWACS), one P-3, one SH-2 (SAR Helo), three F-4s (Greece), three F-16s (Turkey), one F-16 (Egypt)

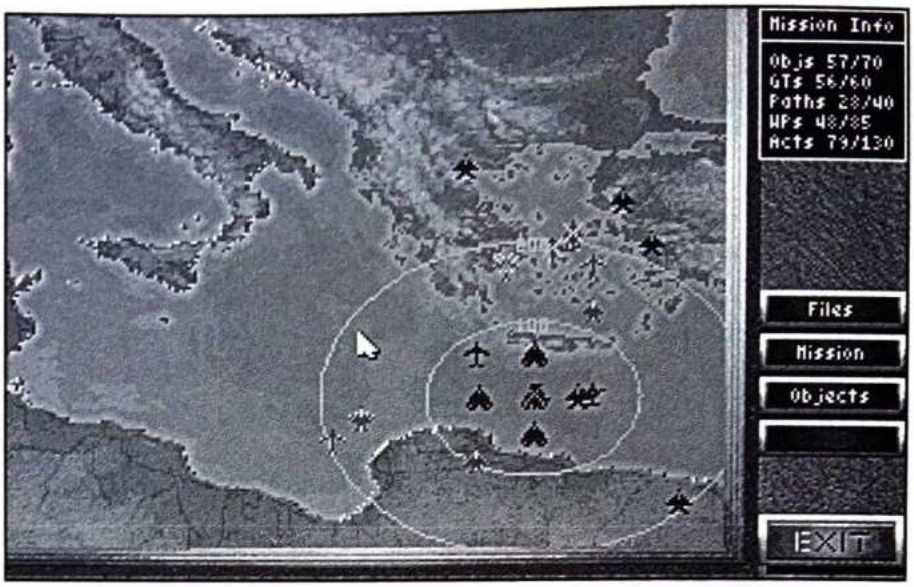


Figure 5-6
Bear Hunting, Powder Keg Missions 4 and 6

- **Enemy Forces** One CVH *(Minsk)*, one CGH *(Moscow)*, two CGs, three LSTs, one AFS; one Tu-16L, seven Tu-95Ds, two MiG-23s, six Yak-38s, one Ka-27 (Helo), two Mi-14s (Helo), four MiG-23s (Libya), two F-1s (Libya)
- **Neutrals** One DC-10
- **Situation** You and your wingman launch and hunt Tu-95D Bear reconnaissance aircraft currently searching for the carrier group. Two Yak-38s stand between you and the first pair of Tu-95Ds to which you are directed. A pair of Turkish F-16s conduct a patrol of the area occupied by these Tu-95Ds and the Yaks. Another pair of Tu-95Ds move closer, over the eastern tip of Crete. A third pair of Tu-95Ds is near Athens. The Soviet naval task force nears the first pair of Tu-95Ds. This task force includes a CAP of four Yak-38s and two MiG-23s. A civilian DC-10 takes off from Athens and heads for Cairo.

MISSION 6: BEAR HUNTING: ATTACK TU-95D BEAR RECONNAISSANCE AIRCRAFT STALKING THE CARRIER GROUP

This mission is identical to Mission 4, except that the briefing text is different. Refer to Mission 4 for information about the victory conditions and situation. The deployment of forces is shown in Figure 5-6.

Briefing: Congratulations! Your successful defense of the E-2C has allowed us to detect a number of Tu-95Ds poking around the outer fringes of our air defense. This can only mean one thing—that the Soviets are trying to locate our ships before launching a major raid. Your mission is to find and destroy these reconnaissance platforms before they find us. Careful! A flight of Turkish F-16s is thought to be operating in the area.

Missions 7 and 9 (Battle for Crete): You fly Mission 7 if you lose Missions 3 or 5 (Defend the Hawkeye). You fly Mission 9 if you lose Missions 4 or 6 (Bear Hunting).

MISSION 7: BATTLE FOR CRETE: INTERCEPT SOVIET AIR DROP

Briefing: Your failure to defend the E-2C has allowed the enemy to temporarily blind us. Information is scarce, but it appears that the Soviets are attempting to capture our facilities on the island of Crete. Like the German attack in 1941, an air drop on Crete is a risky venture. Soviet transport aircraft have reportedly been spotted over the Aegean. Without a Hawkeye in the air, these reports cannot be confirmed. Your mission is to prevent the Soviets from dropping paratroopers on Crete.

- **Victory** Find and destroy at least four of the Soviet An-26s before they reach their drop zones on Crete
- **Time** Random
- **Weather** Random
- **Ceiling** 20,000
- **Friendly Forces** One CVH *(Minsk)*, one CGH *(Moscow)*, two CGs, three LSTs, one AFS, one Tu-16L, two Tu-95Ds, six MiG-29, two Yak-38s, twelve An-26s, two Ka-27s (Helo)
- **Enemy Forces** One CVH *(Minsk)*, one CGH (Moscow), two CGs, three LSTs, one AFS, one Tu-16L, two Tu-95Ds, six MiG-29, two Yak-38s, twelve An-26s, two Ka-27s (Helo)
- **Neutrals** One DC-10
- **Situation** You and your wingman launch and locate Soviet transport aircraft approaching Crete from the Aegean Sea to the north. The transports are escorted by six MiG-29s: two to the west of their formation and

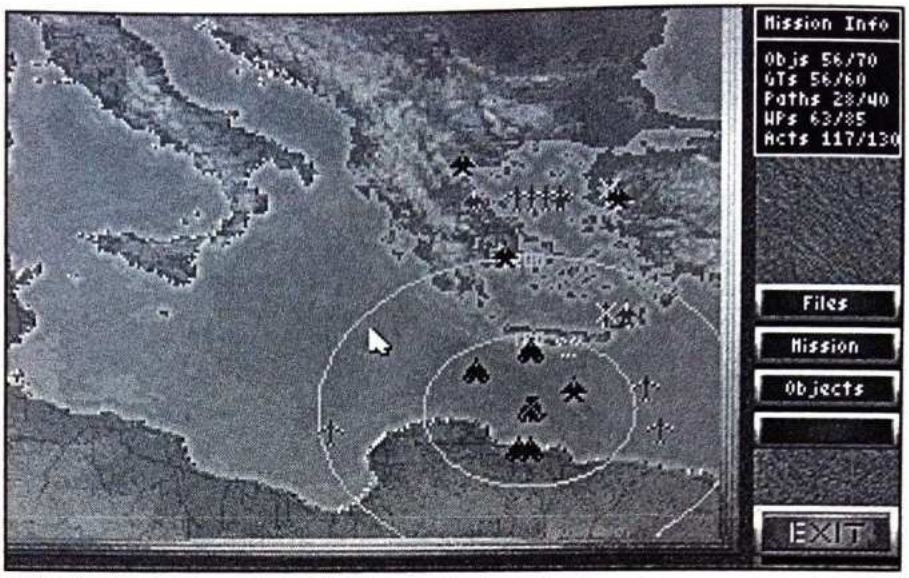


Figure 5-7
Battle for Crete, Powder Keg Missions 7 and 9

four at the eastern edge. The Soviet carrier force nears the east edge of Crete with a CAP of two Yak-38s. A single Greek F-4 flies over southern Greece but will probably offer little resistance. A civilian DC-10 takes off from Crete and heads for Rome.

MISSION 9: BATTLE FOR CRETE: INTERCEPT SOVIET AIR DROP

This mission is identical to Mission 4 except that the briefing text is different and your carrier group has an E-2C Hawkeye. Refer to Mission 7 for information about the victory conditions and situation. The deployment of forces is shown in Figure 5-7. Note that the briefing contains one error. It reports that you do not have an AWACS aircraft in the air when, in fact, you do.

Briefing: Your failure to stop the Bears has allowed the Soviets to pinpoint our location. Now that they have found us, it appears that the Soviets are attempting to capture our facilities on the island of Crete. Like the German attack in 1941, an air drop on Crete is a risky venture. Soviet transport aircraft have reportedly been spotted over the Aegean. Without a Hawkeye in the air, these reports cannot be confirmed. Your mission is to prevent the Soviets from dropping paratroopers on Crete.

Missions 8 and 10 (Aegean Choke Hold): You fly Mission 8 if you win Missions 4 or 6 (Bear Hunting). You fly Mission 10 if you win Missions 7 or 9 (Battle for Crete).

MISSION 8: AEGEAN CHOKE HOLD: ESCORT AIR STRIKE AGAINST SOVIET CARRIER GROUP

Briefing: Fantastic job! Shooting down the Soviet Bears has allowed our carrier group to near the Aegean without being spotted. We are now in a position to choke off the Aegean and keep the Soviets from exiting into the Med. Your mission is to escort a strike group of A-6 Intruders. They plan to attack the Soviet surface group as it is channeled between Crete and mainland Turkey.

- **Victory** Prevent four or more of the A-6s from being destroyed by enemy fighters until they can attack
- **Time** Random
- **Weather** Random
- **Ceiling** 20,000
- **Friendly Forces** One CV *(Nimitz)*, two CGs, two DDGs, ten F-14s (Fleet CAP 1, 2, 3, 4; Ready 5), nine A-6Es, one E-2C (AWACS), three F-4s (Greece), one F-16 (Turkey)
- **Enemy Forces** One CVH *(Minsk)*, one CGH *(Moscow)*, two CGs, three LSTs, one AFS, two Tu-16Ds, six Yak-38s, two MiG-23s, two F-1s, two Ka-27s (Helo)
- **Neutrals** One DC-10
- **Situation** You and your wingman launch and escort nine A-6Es on an air strike against the Soviet carrier group. The A-6Es go after the CVH *Minsk*. The Soviet ships have six Yak-38s on CAP. As soon as you launch, two F-1 Mirages are directed against you. Two MiG-23s from Libya make a pass over the *Nimitz;* they may arrive before your strike group is launched and formed. These MiG-23s may be intercepted by your CAP 4 to the southeast. A civilian DC-10 takes off from Crete and heads for Rome.

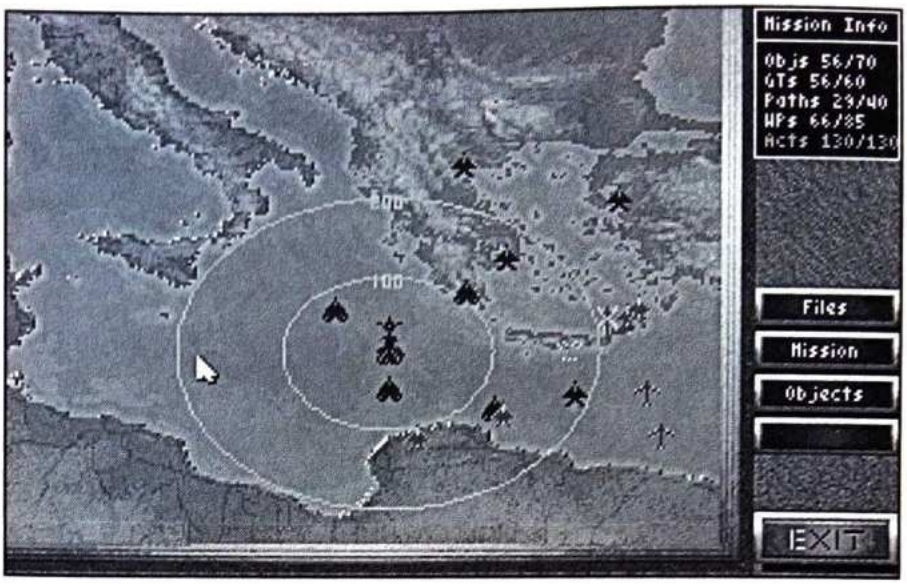


Figure 5-8
Aegean Choke Hold, Powder Keg Missions 8 and 10

MISSION 10: AEGEAN CHOKE HOLD: ESCORT AIR STRIKE AGAINST SOVIET CARRIER GROUP

This mission is identical to Mission 8 except that the briefing text is different. Refer to Mission 8 for information about the victory conditions and situation. The deployment of forces is shown in Figure 5-8.

Briefing: Great job! Stopping the airborne assault on Crete may be the turning point in the war. We are now in a position to choke off the Aegean and keep the Soviets from exiting into the Med. Your mission is to follow up this success by escorting a strike of A-6 Intruders. The Intruders attack the Soviet surface group channeled between Crete and mainland Turkey.

Missions 11 and 13 (Choppers over Crete): You fly Mission 11 if you lose Missions 7 or 9 (Battle for Crete). You fly Mission 13 if you lose Missions 8 or 10 (Aegean Choke Hold).

MISSION 11: CHOPPERS OVER CRETE: INTERCEPT SOVIET HELICOPTER TROOP DEPLOYMENT

Briefing: The success of the Soviet airdrop on Crete has put our carrier group at great risk. Now the Soviets have a land base from which to stage their air operations far out into the Med. To consolidate this success, numerous Mi-8 Hip helicopters shuttle naval infantry between their surface group and the east coast of the island. Your mission is to intercept these helicopters while our carrier beats a hasty retreat.

- **Victory** Shoot down five or more of the Mi-8 helicopters
- **Time** Random
- **Weather** Random
- **Ceiling** 20,000
- **Friendly Forces** One CV *(Nimitz)*, two CGs, two DDGs, ten F-14s (Fleet CAP 1, 2, 3, 4; Ready 5), one E-2C (AWACS), one SH-2 (SAR Helo), two F-4s (Greece), two F-16s (Turkey)
- **Enemy Forces** One CVH *(Minsk)*, one CGH *(Moscow)*, two CGs, three LSTs, one AFS, two Tu-95Ds, four Yak-38s, two MiG-29s, four Su-27s, two Tu-22Gs, twelve Mi-8s (Helo)
- **Neutrals** One DC-10
- **Situation** You and your wingman launch and set off to intercept 12 Mi-8 "Hip" helicopters. The choppers lift off from the Soviet carrier group, carrying infantry troops to reinforce the paratroopers previously dropped on Crete. They head for the air bases at Suda and Iraklion. Between you and Crete, the Soviets have already set up two CAPs: two Su-27s to the north and two Su-27s over Suda. Two MiG-29s and four Yak-38s fly CAP over the Soviet carrier force. Two Tu-22s approach from Syria and attempt to attack your carrier with cruise missiles. Near the Tu22s, a civilian DC-10 off the Egyptian coast heads for Rome.

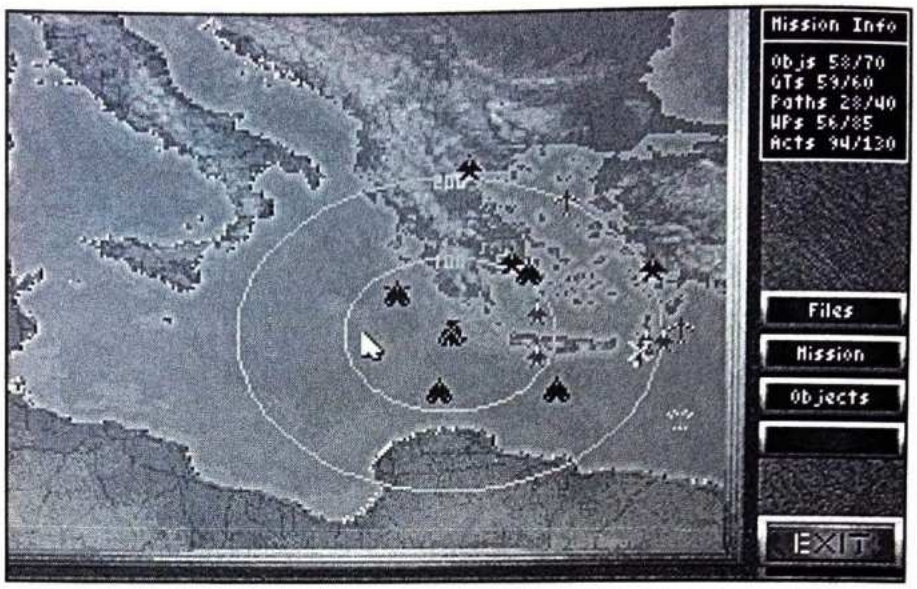


Figure 5-9
Choppers over Crete, Powder Keg Missions 11 and 13

MISSION 13: CHOPPERS OVER CRETE: INTERCEPT SOVIET HELICOPTER TROOP DEPLOYMENT

This mission is identical to Mission 11 except that the briefing is different. Refer to Mission 11 for information about the victory conditions and situation. The deployment of forces is shown in Figure 5-9.

Briefing: Our strike mission against the Soviet surface group was a failure due to the number of friendly aircraft shot down by enemy fighters. As a result, the Soviets are now in an excellent position to capture our facilities on the island of Crete. Numerous Mi-8 "Hip" helicopters shuttle naval infantry from their surface group to various points on the island. Your mission is to intercept these helicopters and stop the invasion while our carrier beats a hasty retreat.

Missions 12 and 14 (TARPS): You fly Mission 12 if you win Missions 8 or 10 (Aegean Choke Hold). You fly Mission 14 if you win Missions 11 or 13 (Choppers over Crete).

MISSION 12: TARPS: ESCORT A TARPS-EQUIPPED F-14 ON A RECON MISSION OVER A SOVIET FFG

Briefing: Great mission! The successful air strike caused much damage to the Soviet surface group. As a bonus, a Krivak-class frigate has been hit by a torpedo from the submarine, USS *Boston*. Naval intelligence wants up-to-the-minute information about the extent of damage and the number of survivors. Your mission is to escort a TARPS-equipped F-14 to the crippled ship, then return to the carrier. Photo-interpreters attempt to determine the extent of the damage and to plan any additional strikes necessary.

- **Victory** Prevent the TARPS-equipped F-14 from being shot down by enemy fighters until it can complete its recon
- **Time** Random
- **Weather** Random
- **Ceiling** 20,000
- Friendly Forces One CV *(Nimitz)*, two CGs, two DDGs, eleven F-14s (Fleet CAP 1, 2, 3; Escort, TARPS, Ready 5), one E-2C (AWACS), one P-3, one SH-2 (SAR Helo), two F-4s (Greece), two F-16s (Turkey)
- **Enemy Forces** One CVH *(Minsk)*, one CGH *(Moscow)*, two CGs, three LSTs, one AFS, one FFG; two Tu-95Ds, eight Yak-38s, six MiG-29s, three Mi-14s (Helo)
- **Neutrals** One DC-10
- **Situation** You and your wingman launch with four other F-14s and escort a TARPS-equipped F-14 on a recon mission over a crippled Soviet Krivak-class frigate. Between you and the frigate are two Soviet CAPs—each consisting of two MiG-29s. Four Yak-38s fly CAP over the Soviet frigate. Positioned 30 nautical miles or so from the frigate is the Soviet carrier group with an additional two MiG-29s and four Yak-38s on CAP. Three Mi-14s Haze helicopters ferry personnel, possibly injured sailors, from the frigate to the *Minsk*. A civilian DC-10 off the Egyptian coast heads for Rome.

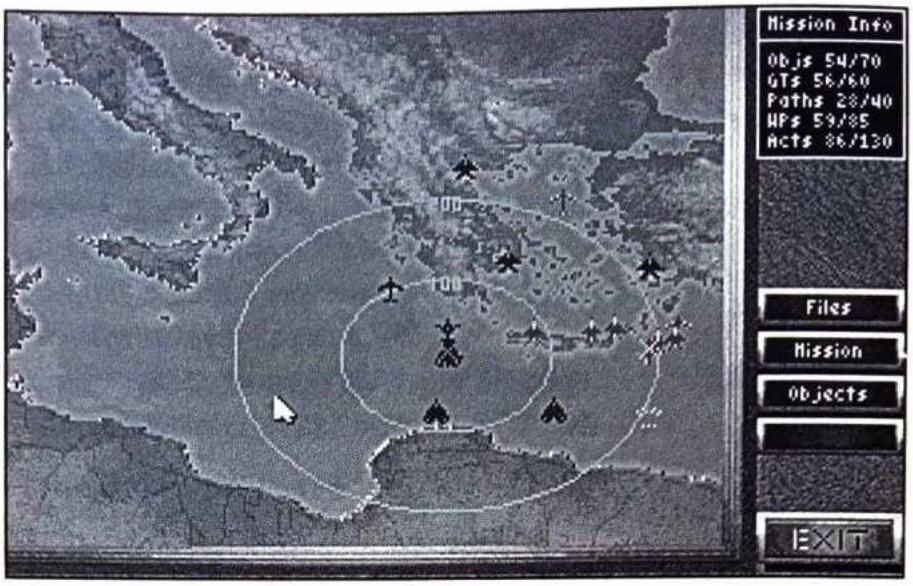


Figure 5-10
TARPS, Powder Keg Missions 12 and 14

MISSION 14: TARPS: ESCORT A TARPS-EQUIPPED F-14 ON A RECON MISSION OVER A SOVIET FFG

This mission is identical to Mission 12 except that the briefing text is different. Refer to Mission 12 for information about the victory conditions and situation. The deployment of forces is shown in Figure 5-10.

Briefing: Superb job! We have won the first round in the Battle for Crete. Your success in bringing down so many Hips has allowed our ground forces on Crete to hold on. As a bonus, a Krivak-class Soviet frigate has been hit by a torpedo from the submarine, USS *Boston*. Naval intelligence wants up-to-the-minute information about the extent of damage and the number of survivors. Your mission is to escort a TARPS-equipped F-14 to the crippled ship, then return to the carrier. Photo-interpreters determine the extent of the damage and plan any additional strikes necessary.

Missions 15 and 17 (Just the FACs): You fly Mission 15 if you lose Missions 11 or 13 (Choppers over Crete). You fly Mission 17 if you lose Missions 12 or 14 (TARPS).

MISSION 15: JUST THE FACS: ESCORT AN AIR ATTACK AGAINST APPROACHING FAST MISSILE ATTACK BOATS

Briefing: Unfortunately, Soviet helicopters were able to reinforce the ground troops fighting on Crete with more men and equipment. It appears that Crete will fall within the next few hours. To make matters worse, a Libyan surface group of Fast Attack Craft (FAC) from Tobruck heads toward the island. Your mission is to escort a strike group of A-6s and A-7s that has been ordered to stop these vessels before they reach Crete.

- **Victory** Prevent more than four aircraft in the strike package from being shot down by enemy fighters while they nail the surface group
- **Time** Random
- **Weather** Random
- **Ceiling** 20,000
- **Friendly Forces** One CV *(Nimitz)*, two CGs, two DDGs, ten F-14s (Fleet CAP 1, 2; Escort 1, 2; Ready 5), one E-2C (AWACS), one P-3, four A-6Es, four A-7Es, two EA-6Bs, one SH-2 (SAR Helo)
- **Enemy Forces** One CVH *(Minsk)*, one CGH *(Moscow)*, two CGs, three LSTs, one AFS, one FF, four PTM, eight Yak-38s, six MiG-23s, two F-1s, two Mi-24s (Helo)

Figure 5-11
Just the FACs, Powder Keg Missions 15 and 17

✪ **Situation** You and your wingman launch with four other F-14s and escort an air strike by six A-6s and four A-7s against some fast attack boats moving from Libya to Crete. The boats are escorted by a Koni-class frigate. Two MiG-23s and two Mirage F-1s fly CAP over the attack boats. Behind the boats, four MiG-23s carrying cruise missiles close in on your carrier, readying to launch an attack.

MISSION 17: JUST THE FACS: ESCORT AN AIR ATTACK AGAINST APPROACHING FAST MISSILE ATTACK BOATS

This mission is identical to Mission 15 except that the briefing text is different. Refer to Mission 15 for information about the victory conditions and situation. The deployment of forces is shown in Figure 5-11.

Briefing: Unfortunately, the TARPS mission was a failure. Due to inadequate intelligence, it has been decided not to risk another attack. Soviet helicopters have reinforced the ground troops fighting on Crete. It appears that Crete will fall within the next few hours. To make matters worse, a Libyan surface group of Fast Attack Craft (FAC) leaves Tobruck and heads for the island. Your mission is to escort a strike group of A-6s and A-7s that has been ordered to stop these vessels before they reach Crete.

Missions 16 and 18 (Frantic Furball): You fly Mission 16 if you win Missions 12 or 14 (TARPS). You fly Mission 18 if you win Missions 15 or 17 (Just the FACs).

MISSION 16: FRANTIC FURBALL: ENGAGE LARGE CONCENTRATION OF SOVIET FIGHTERS IN A DOGFIGHT

Briefing: Great job! The success of the TARPS mission has given the U.S. the photographic intelligence we needed. A follow-on strike is being planned for the near future. Right now, however, a huge dogfight involving many aircraft rages over the Aegean Sea. Fellow F-14s from your squadron are in trouble. You and your wingman receive orders to proceed to the area and join this frantic "furball."

- **Victory** Reach the dogfight and prevent the loss of more than three F-14s before the tower orders your return
- **Time** Random
- **Weather** Random
- **Ceiling** 20,000
- **Friendly Forces** One CV *(Nimitz)*, two CGs, two DDGs, ten F-14s (Fleet CAP 1, 2; 3, 4; Ready 5), one E-2C (AWACS), one SH-2 (SAR Helo); three F-4s (Greece), two F-16s (Turkey)
- **Enemy Forces** One CVH *(Minsk)*, one CGH *(Moscow)*, two CGs, three LSTs, one AFS, ten Yak-38s, three MiG-29s, six Su-27s, two Mi-25s
- **Situation** You and your wingman are airborne and patrol over the Aegean Sea near two F-14s on CAP. Nineteen Soviet fighters are directed to your current position: three MiG-29s from the north, four Su-27s from the northwest, two Su-27s from Crete, two MiG-25s from the northwest, and eight Yak-38s from the southeast. Two F-14s are on CAP approximately 30 nautical miles to your southwest, and two more F-14s are launched from your carrier and sent to reinforce you. The Ready 5 may be called upon, as well. Nearby, Greek and Turkish air units may engage Soviet fighters violating their air space.

Figure 5-12
Frantic Furball, Powder Keg Missions 16 and 18

MISSION 18: FRANTIC FURBALL: ENGAGE LARGE CONCENTRATION OF SOVIET FIGHTERS IN A DOGFIGHT

This mission is identical to Mission 16 except that the briefing text is different. Refer to Mission 16 for information about the victory conditions and situation. The deployment of forces is shown in Figure 5-12.

Briefing: Great job! The success of our airstrike has devastated the Libyan navy. A follow-up strike is being planned for the near future. Right now, however, it appears that a huge dogfight involving many aircraft is going on over the Aegean Sea. Fellow F-14s from your squadron are in trouble. You and your wingman are ordered to proceed to the area and join this frantic "furball."

Missions 19 and 21 (ASW Sweep): You fly Mission 19 if you lose Missions 15 or 17 (Just the FACs). You fly Mission 21 if you lose Mission 16 or 18 (Frantic Furball).

MISSION 19: ASW SWEEP: ESCORT ASW AIRCRAFT SWEEPING FOR SUBMARINES

Briefing: The failure to stop the Libyan surface craft has emboldened the Libyan navy. Satellite intelligence reports the departure of a number of Libyan Fox-trot-class submarines, presumably enroute to attack our carrier. In addition, the USS *Boston* (a Los Angeles-class submarine) chases several Soviet Tango-class submarines south through the Aegean. Your mission is to protect our ASW aircraft while they attempt to find and destroy these submarines.

- **Victory** Prevent more than three P-3 Orion and/or S-3 Viking aircraft from being shot down by enemy fighters until you receive clearance to return to the carrier
- **Time** Random
- **Weather** Random
- **Ceiling** 20,000

- **Friendly Forces** One CV *(Nimitz)*, two CGs, two DDGs, six F-14s (Fleet CAP 1, 2; Ready 5), one E-2C (AWACS), one SH-3 (SAR Helo) two EC-130Qs, three P-3s, four S-3s
- **Enemy Forces** One CVH *(Minsk)*, one CGH *(Moscow)*, two CGs, three LSTs, one AFS, four Yak-38s, 14 MiG-23s, two F-1s, one Ka-27 (Helo)
- **Situation** You and your wingman launch and escort four S-3s to their ASW patrol areas to the east. As soon as your S-3s launch, four MiG-23s to the southeast are directed toward them, and six MiG-23s to the south and southwest are directed toward you and your wingman. Four other MiG-23s to the south may tangle with the P-3s southwest of your carrier, but a friendly CAP of two F-14s moves in that direction. Two F-1s to the far southwest may interfere with your S-3 ASW sweeps.

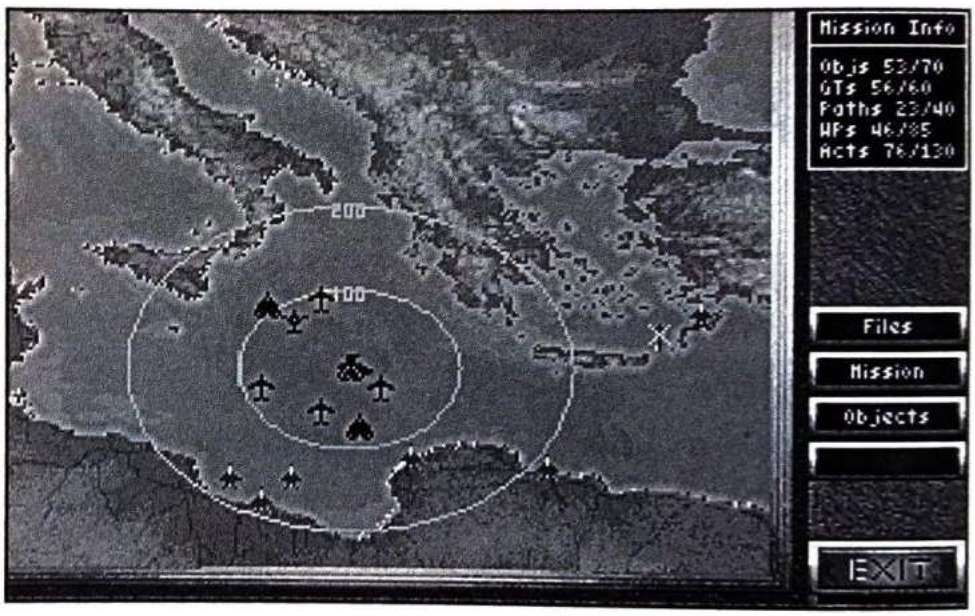


Figure 5-13
ASW Sweep.
Powder Keg Missions
19 and 21

MISSION 21: ASW SWEEP: ESCORT ASW AIRCRAFT SWEEPING FOR SUBMARINES

This mission is identical to Mission 19 except that the briefing text is different. Refer to Mission 19 for information about the victory conditions and situation. The deployment of forces is shown in Figure 5-13.

Briefing: Unfortunately, too many of our F-14s were lost in the recent dogfight over the Aegean. As a result, our carrier is forced to withdraw to safer waters. Satellite intelligence has reported, however, that a number of Libyan Fox-trot-class submarines have left port, presumably to attack our retreating carrier. In addition, the USS *Boston* (a Los Angeles-class submarine) chase several Soviet Tango-class submarines south through the Aegean. Your mission is to protect our ASW aircraft while they attempt to find and destroy these submarines.

Missions 20, 22, and 24 (Counter Strike): You fly Mission 20 if you win Missions 16 or 18 (Frantic Furball). You fly Mission 22 if you win Missions 19 or 21 (ASW Sweep). You fly Mission 24 if you win Mission 23 (Tip of the Spear).

MISSION 20: COUNTER STRIKE: ESCORT AN AIR STRIKE AGAINST THE SOVIET CARRIER GROUP AND TRANSPORTS

Briefing: Fantastic effort! You and your fellow squadron mates have won an important victory. Soviet fighter strength in the area has been dealt a severe blow. It is now possible to attack the Soviet surface group head-on with waves of A-6s and A-7s. This may be the most important mission of this campaign. If successful, no Soviet amphibious landings occur. Your mission is to escort these strike packages to their targets and back. Fighter opposition should be light.

- **Victory** Prevent enemy fighters from shooting down more than four of the A-6 and A-7 bombers until they attack the surface group
- **Time** Random
- **Weather** Random
- **Ceiling** 20,000
- **Friendly Forces** One CV *(Nimitz)*, two CGs, two DDGs, ten F-14s (Fleet CAP 1, 2, 3; Escort; Ready 5), one E-2C (AWACS), one EC-130Q, eight A-6Es, four A-7Es, one EA-6B, two Ka-6s, one SH-2 (SAR Helo)
- **Enemy Forces** One CVH *(Minsk)*, one CGH *(Moscow)*, two CGs, three LSTs, one AFS, eight Yak-38s, ten MiG-29s, two Mi-14s (Helo)

- **Situation** You and your wingman launch and help escort an air strike of A-6s and A-7s against the Soviet carrier group off the island of Rhodes. Eight Yak-38s fly CAP over the Soviet ships. Between you and the Soviet ships stand two strong Soviet CAPs. Six MiG-29s are positioned north of the east tip of Crete, flanked on the southwest by four additional MiG-29s.

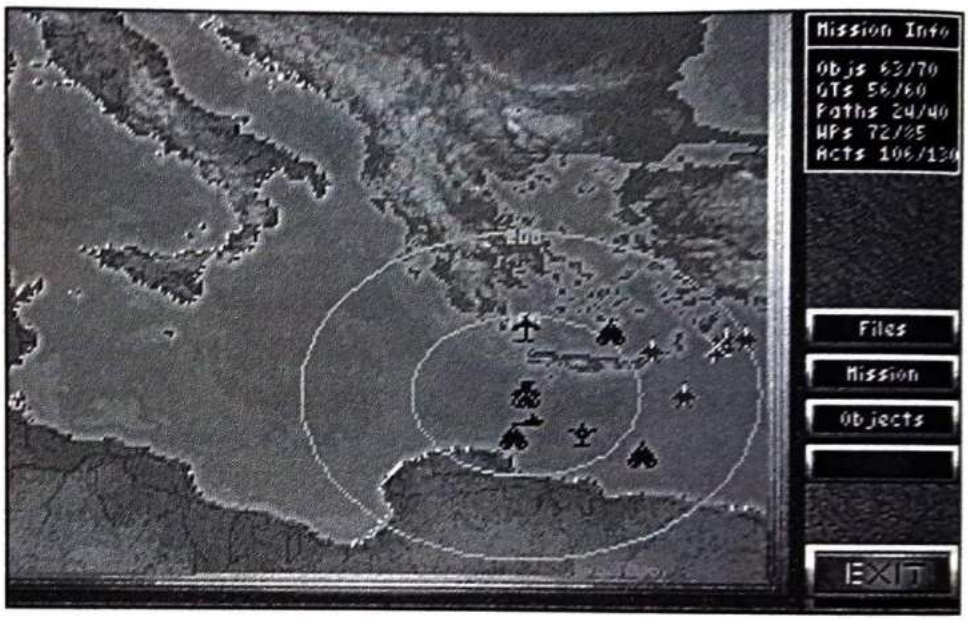


Figure 5-14
Counter Strike, Powder Keg Missions 20, 22, and 24

MISSION 22: COUNTER STRIKE: ESCORT AN AIR STRIKE AGAINST THE SOVIET CARRIER GROUP AND TRANSPORTS

This mission is identical to Mission 20 except that the briefing text is different. Refer to Mission 20 for information about the victory conditions and situation. The deployment of forces is shown in Figure 5-14.

Briefing: Fantastic effort! You and your fellow squadron mates have won an important victory. Enemy submarines in the area have been dealt a severe blow. It is now possible to attack the Soviet surface group head-on with waves of A-6s and A-7s. This may be the most important mission of this campaign. If successful, no Soviet amphibious landings occur. Your mission is to escort these strike packages to their targets and back. Fighter opposition should be light.

MISSION 24: COUNTER STRIKE: ESCORT AN AIR STRIKE AGAINST THE SOVIET CARRIER GROUP AND TRANSPORTS

This mission is identical to Mission 20 except that the briefing text is different. Refer to Mission 20 for information about the victory conditions and situation. The deployment of forces is shown in Figure 5-14.

Briefing: Fantastic effort! You and your fellow squadron mates have won an important victory. Soviet bombers have been dealt a severe blow. It is now possible to attack the Soviet surface group head-on with waves of A-6s and A-7s. This may be the most important mission of this campaign. If successful, no Soviet amphibious landings occur. Your mission is to escort these strike packages to their targets and back. Fighter opposition should be light.

Mission 23 (Tip of the Spear): You fly Mission 23 if you lose Missions 19 or 21 (ASW Sweep).

MISSION 23: TIP OF THE SPEAR: INTERCEPT INCOMING BOMBERS AND PREVENT CRUISE MISSILE ATTACK ON CARRIER

Briefing: Because our ASW patrol craft were shot up by enemy fighters, a Libyan Fox-trot-class submarine got through and sunk one of our cruiser escorts, the USS *Biddle*. This will not look good on your record. At the moment, however, a more important development threatens us all. Satellite intelligence reports a massive group of bombers has left their bases in the Crimea and are presumed to be headed for our carrier. Your mission is to intercept these aircraft over the Aegean before they can launch their attack.

- **Victory** Shoot down five or more of the incoming bombers
- **Time** Random
- **Weather** Random
- **Ceiling** 20,000

- **Friendly Forces** One CV *(Nimitz)*, one CGs, two DDGs, ten F-14s (Fleet CAP 1, 2, 3, 4; Ready 5), one E-2C (AWACS), one SH-3 (SAR Helo)
- **Enemy Forces** One CVH *(Minsk)*, one CGH *(Moscow)*, two CGs, three LSTs, one AFS, eight Yak-38s, four MiG-23s, six Tu-16Gs, ten Tu-22s, one Tu-16J, one Tu-95D
- **Situation** You and your wingman will launch and intercept an incoming bomber strike of 16 aircraft. Four Yak-38s fly CAP over the south-central Aegean Sea. You can expect to tangle with them on your way to the bombers.

Figure 5-15
Tip of the Spear, Powder Keg Mission 23

Mission 25 (Syrian Gambit): You fly Mission 25 if you lose Mission 23 (Tip of the Spear).

MISSION 25: SYRIAN GAMBIT: INTERCEPT INCOMING BOMBERS AND PREVENT CRUISE MISSILE ATTACK ON CARRIER

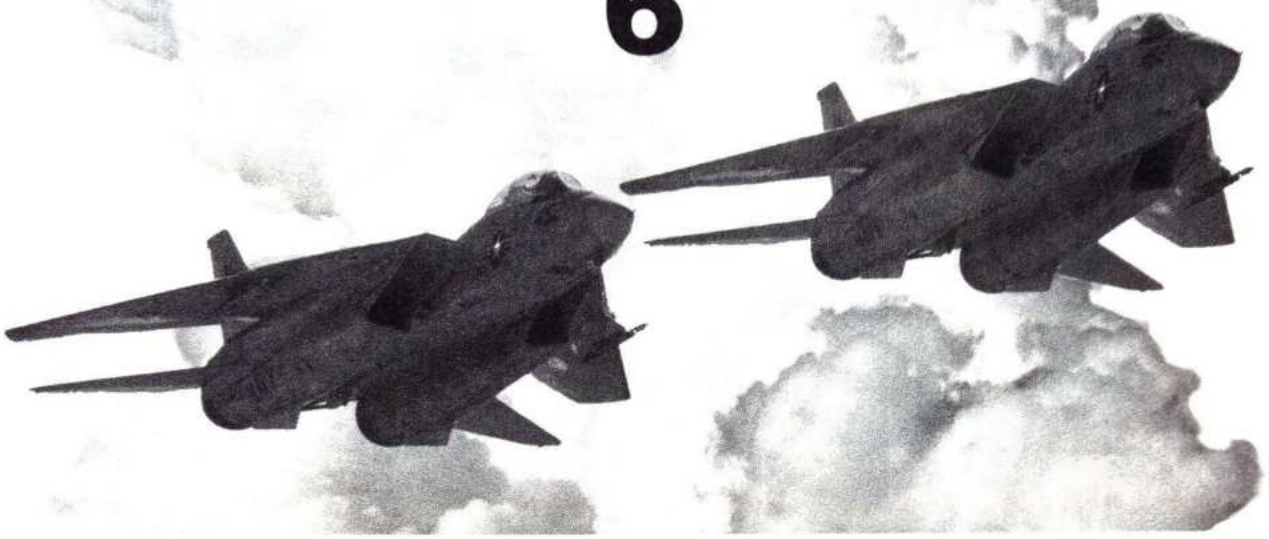
Briefing: Despite the intensity of recent raids, the Soviets have failed to destroy our carrier. In a last-ditch effort to destroy our carrier group, they have staged numerous strike aircraft in Syria. Now, in a bold move, these bombers wave-hop their way west across the Med. Although their departure from Syrian airfields was detected by satellite, this low flight profile makes them hard to detect on radar. Your mission is to set up a barrier patrol east of the carrier in order to catch these incoming bombers.

- **Victory** Prevent the carrier from being sunk by the Soviet bomber force. If you succeed in preserving the carrier, the Soviets have no choice but to end the campaign. Stay aloft until you receive clearance to return.
- **Time** Random
- **Weather** Random
- **Ceiling** 20,000
- **Friendly Forces** One CV *(Nimitz)*, one CG, two DDGs, twelve F-14s (Fleet CAP 1, 2, 3, 4, 5; Ready 5), one E-2C (AWACS), one SH-3 (SAR Helo)
- **Enemy Forces** One CVH *(Minsk)*, one CGH *(Moscow)*, two CGs, three LSTs, one AFS, four MiG-23s, four Su-22s, sixteen Tu-22s, one Tu-16J, two Tu-95Ds
- **Situation** You and your wingman patrol with four other nearby F-14s and fly into the path of 16 oncoming Tu-22s. Four MiG-23s are right on top of you in a ladder formation. You must defeat the MiG-23s quickly and then get down on the deck to go after the bombers coming from the east. The bombers approach at elevations ranging from 1000 to 2000 feet.

Figure 5-16
Syrian Gambit, Powder Keg Mission 25

EL DORADO CANYON

6



At the start of the El Dorado Canyon Campaign, your carrier battle group is positioned in the central Mediterranean Sea off the north coast of Libya. In retaliation for Libyan support of terrorism, the U.S. Navy decides to conduct a series of attacks on that country's military forces. The objective is two-fold: to reduce the military potential of Libyan armed forces and, thereby, humiliate Libya's leader. He has repeatedly threatened all of his neighbors, especially Egypt and Chad. Relieving pressure on Egypt is especially important.

Your carrier air group bears the brunt of the action. The F-14s aboard perform the defense, escort, and CAP duties. The Libyan forces, while hindered by second-line Soviet equipment and older French equipment, still pose a potential danger. Their Mirage fighter/bombers may carry the French Exocet antiship cruise missile. It would be very embarrassing to the U.S. Navy for the Libyans to score any victories over them. Therefore, it is up to the Tomcats to keep the Libyans at bay.

SITUATION AND MISSIONS

The general situation in this theater is shown in Figure 6-1. The major Libyan air bases are at Tripoli's International Airport, Gurbadiyah, and Benina. Other bases are at Darnah, Tobruck, and Okba bin Nafi. Their best aircraft are MiG-23s, Mirage F-1s, Su-22s, and a squadron of Tu-22s. The Libyan navy consists of older ships and submarines, plus several flotillas of patrol boats.

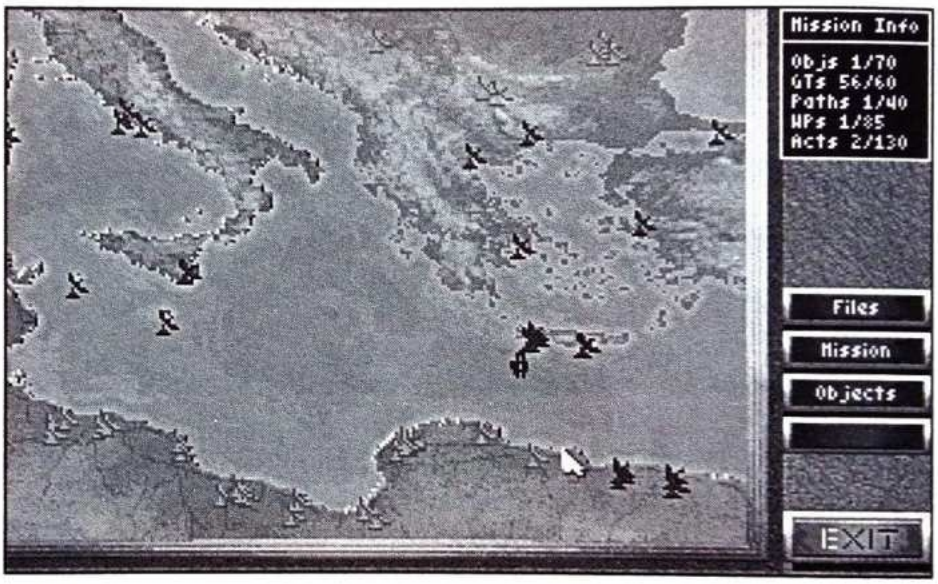


Figure 6-1
Situation at the start of the El Dorado Canyon Campaign

The El Dorado Canyon Mission Tree is shown in Figure 6-2. An explanation of how to read this tree is found at the start of Chapter 5. The individual missions for this campaign are described in the remainder of this chapter. For each mission, an accompanying situation map showing the starting location of the forces on each side is provided. Remember, the El Dorado Canyon Campaign is a Mediterranean Campaign.

MISSION 1: QADDIFI DUCK: ESCORT AN F-111 AIR STRIKE AGAINST TARGETS IN LIBYA

Briefing: A squadron of U.S. F-111s, based in the United Kingdom, fly toward Libya to initiate a raid on Tripoli. Aircraft of the 48th TFW (Tactical Fighter Wing) receive orders to attack one of

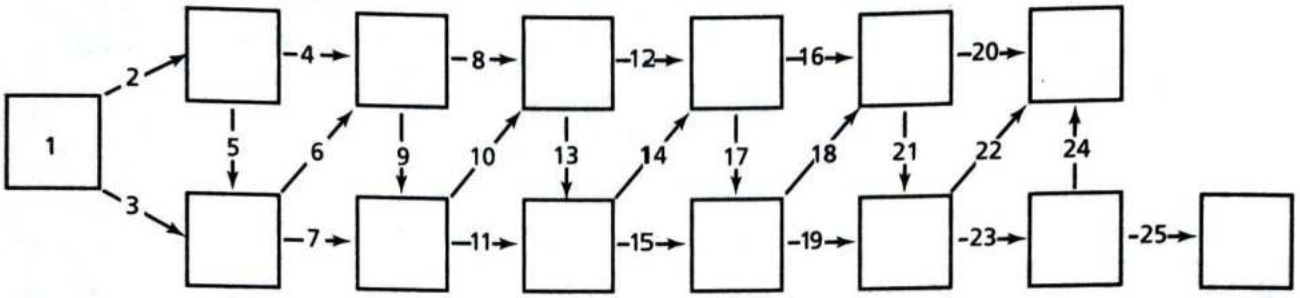


Figure 6-2 El Dorado Canyon Mission Tree

Mission #	Name
1	Qaddifi Duck
2	Raid on Benghazi
3 and 5	Triple-A over Tripoli
4 and 6	Human Shields
7 and 9	The Libyan's React
8 and 10	Aerial Ambush
11 and 13	Tupolev Terror
12 and 14	Operation Hasty Hostage
15 and 17	Crippled Cat
16 and 18	Rush Hour
19 and 21	A Friend in Need
20, 22, and 24	Diplomatic Immunity
23	Med Vampires
25	Mad Dog Station

Qaddifi's command centers outside of Tripoli. This command center is located within the Bab al Azizia army headquarters. Officials hope to catch Qaddifi sleeping at this compound but stress that this is not an assassination attempt. Denied permission to overfly France, the crews are extremely tired by the time they reach their targets. Your mission is to protect these aircraft from possible interception by Libyan fighters.

- **Victory** Escort the F-111s and ensure that at least six of them deliver their ordnance
- **Time** 06:30
- **Weather** High clouds
- **Ceiling** 15,000
- **Friendly Forces** One CV (*America*), two CGs, two DDGs, one FFG, eight F-14s (Fleet CAP 1, 2, 3; Ready 5), one E-2C (AWACS), two P-3s, one EC-130Q, nine F-111s, one SH-2 (SAR Helo)
- **Enemy Forces** Four MiG-23s, eight Su-22s
- **Situation** Nine F-111s fly from Britain, around the Iberian Peninsula, and bomb selected military targets in the Tripoli area. The nearest enemy fighters, four Su-22s , approach from south of the city. To the east, two more pairs of Su-22s close in. Behind them, much farther east, four MiG-23s fly into your vicinity.

Figure 6-3
Qaddifi Duck, El Dorado Canyon Mission 1

MISSION 2: RAID ON BENGHAZI: ESCORT AIR STRIKE FROM CARRIER AGAINST TARGETS IN THE BENGHAZI AREA

Briefing: A strike package of A-6 Intruder aircraft receives orders to attack targets in and around the port of Benghazi—in particular, a military barracks on the outskirts of town. This barracks, believed to be part of a larger training network, must be destroyed. Because a squadron of Libyan MiG-23s is based nearby at the Benina air base, you are ordered to escort the strike to Benghazi and back. It is imperative that the strike package return without loss.

Victory Prevent any of the A-6s from being shot down by enemy fighters
Time Random
Weather Random
Ceiling 15,000
Friendly Forces One CV (*Nimitz*), two CGs, two DDGs, one FFG, eight F-14s (Fleet CAP 1, 2, 3; Ready 5), one E-2C (AWACS), two P-3s, one EC-130Q, nine A-6Es, one SH-2 (SAR Helo)
Enemy Forces Five MiG-23s, eight Su-22s
Situation You and your wingman launch and form up as escorts for the nine A-6s. They attack Benghazi, the Benina air base, and the training

camp outside of Benghazi. The Libyans fly five MiG-23s on CAP off the coast in front of Benghazi. As soon as you launch, four Su-22s just southwest of the city are directed against you. In addition, four Su-22s on the ground at Ghurbadiyah air base immediately launch and fly to a CAP position over the Benina air base.

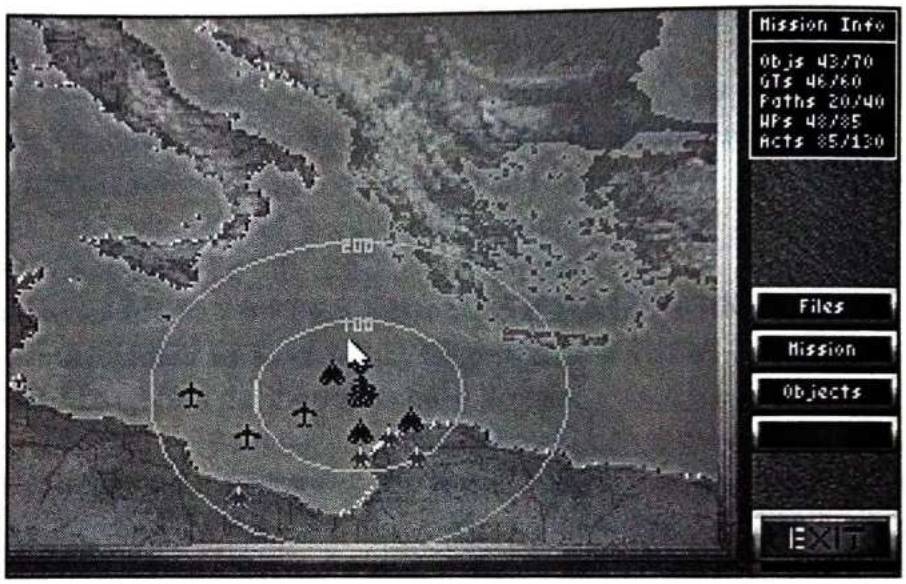


Figure 6-4
Raid on Benghazi, El Dorado Canyon Mission 2

Missions 3 and 5 (Triple-A over Tripoli): You fly Mission 3 if you lose Mission 1 (Qaddifi Duck). You fly Mission 5 if you lose Mission 2 (Raid on Benghazi).

MISSION 3: TRIPLE-A OVER TRIPOLI: ESCORT AN AIR ATTACK ON THE TRIPOLI AREA BY F-111s

Briefing: Preliminary results of the raid are disappointing. At least one F-111 *(Karma-52)* has been lost. Qaddifi survived the raid and has scheduled a news conference for later this day. A follow-up strike has been ordered on the Tripoli International Airport, which serves as a major military air base. Parked on the runway are a number of military transport aircraft used to shuttle suspected terrorists. Your job is to escort the Aardvarks downtown. Timing is critical. This time, the Libyans await your arrival.

- **Victory** Prevent any of the F-111s from being shot down by enemy fighters until they can wipe out the terrorists
- **Time** Random
- **Weather** Random
- **Ceiling** 15,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, two DDGs, one FFG, eight F-14s (Fleet CAP 1, 2, 3; Ready 5), one E-2C (AWACS), two P-3s, one EC-130Q, nine F-111s, one SH-2 (SAR Helo)
- **Enemy Forces** Three MiG-23s, two F-1s, eight Su-22s
- **Situation** Airborne, you and your wingman escort the lead group of F-111s. Behind you, six more F-111s and two F-14s provide additional escort. Three Libyan MiG-23s fly CAP slightly southwest of the Tripoli airport; four Su-22s lift off from the same location. Southeast of the airport, four Su-22s flying CAP receive orders to intercept you. They may tangle with two F-14s nearby. Farther to the east, two Mirage F-1s take off from Ghurbadiyah and fly to Tripoli to join the CAP there.

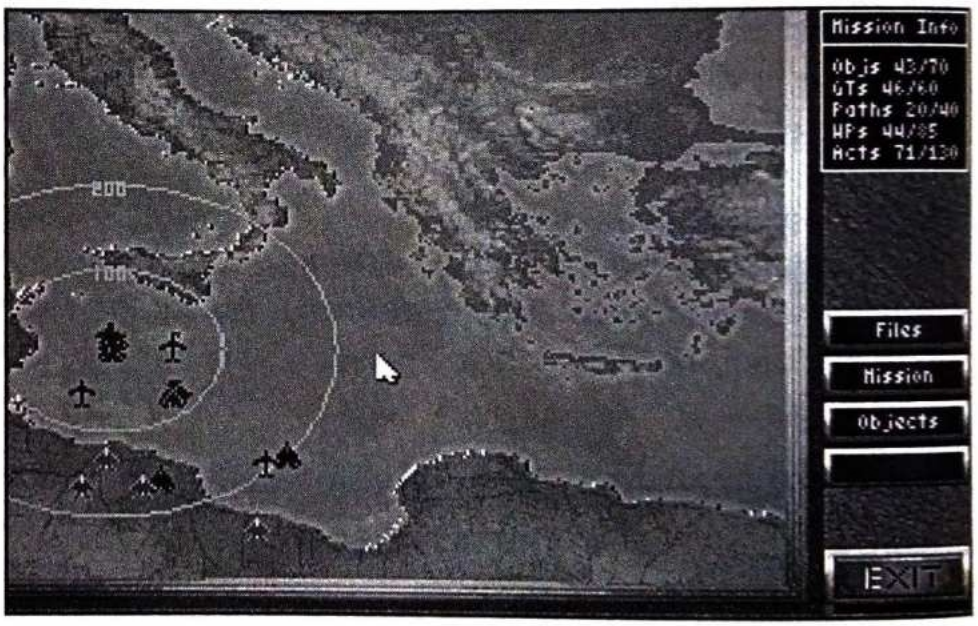


Figure 6-5
Triple-A over Tripoli, El Dorado Canyon Missions 3 and 5

MISSION 5: TRIPLE-A OVER TRIPOLI: ESCORT AN AIR ATTACK ON THE TRIPOLI AREA BY F-111s

This mission is identical to Mission 3 except that the briefing is different and one of the Libyan fighter groups is placed differently. Refer to Mission 3 for information about the victory conditions and situation. The deployment of forces is shown in Figure 6-5.

Briefing: Preliminary results of the raid on Benghazi are disappointing. A follow-up strike has been ordered on the Tripoli International Airport, which serves as a major military air base. Parked on the runway are a number of military transport aircraft used to shuttle suspected terrorists. Your job is to escort the Aardvarks downtown. Timing is critical. This time, the Libyans await your arrival.

Missions 4 and 6 (Human Shields): You fly Mission 4 if you win Mission 2 (Raid on Benghazi). You fly Mission 6 if you win Missions 3 or 5 (Triple-A over Tripoli).

MISSION 4: HUMAN SHIELDS: ESCORT TRANSPORTS BRINGING IN DELTA FORCE AND HELICOPTERS TAKING THEM OUT

Briefing: The raid on Benghazi appears to have been a success. Because of the attack, our intelligence operatives have learned of an enemy plot to round up American oil workers for possible use as human shields. A Delta Team inserted by C-130 must carry out a rescue operation. The last time such a rescue was attempted, it ended in disaster. This time, it must not fail. Your assignment is to provide air cover for both the Delta Team and the extraction helicopters.

- **Victory** Prevent both the Delta Force C-130s and the rescue helicopters from being shot down by enemy fighters
- Time Random
- **Weather** Random
- **Ceiling** 20,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, two DDGs, one FFG, eight F-14s (Fleet CAP 1, 2, 3; Ready 5), one E-2C (AWACS), two P-3s, one EC-130Q, two A-6Es, two C-130s, six MH-53s (Helo), one SH-2 (SAR Helo)
- **Situation** You and your wingman launch and rendezvous with the Delta Force transports. After escorting them to their drop zone near Misratah, you wait for the extraction helicopters to arrive, then escort them out of harm's way. While this is underway, two A-6Es from the carrier bomb targets in the Misratah area. The Libyans now fly four Su-22s

Figure 6-6
Human Shields, El Dorado Canyon Missions 4 and 6

on CAP over Misratah, as well as three MiG-23s to the northwest of Misratah. Two Mirage F-1s fly over Ghurbadiyah to the southeast and head for Misratah. Three MiG-23s fly over Benina to the east and head toward Tripoli. As they may pass through the Misratah area, they may be drawn into any battle. Two MiG-27s over Ghurbadiyah attempt to attack your carrier.

MISSION 6: HUMAN SHIELDS: ESCORT TRANSPORTS BRINGING IN DELTA FORCE AND HELICOPTERS TAKING THEM OUT

This mission is identical to Mission 4 except that the briefing text is different and there is no Libyan attack against your carrier. Refer to Mission 4 for information about the victory conditions and situation. The deployment of forces is shown in Figure 6-6.

Briefing: The raids on Tripoli went extremely well. However, because of the attack, our intelligence operatives have learned of an enemy plot to round up American oil workers for possible use as human shields. A Delta Team inserted by C-130 must carry out a rescue operation. The last time such a rescue was attempted, it ended in disaster. This time, it must not fail. Your assignment is to provide air cover for both the Delta Team and the extraction helicopters.

Missions 7 and 9 (The Libyans React): You fly Mission 7 if you lose Missions 3 or 5 (Triple-A over Tripoli). You fly Mission 9 if you lose Missions 4 or 6 (Human Shields).

MISSION 7: THE LIBYANS REACT: FLY CAP OVER COAST GUARD STATION AND DEFEND AGAINST AIR ATTACK

Briefing: Unfortunately, the raid on Tripoli International Airport was not without loss. Qaddifi appears on international TV to denounce the air strikes, and at the same time, mounts a huge face-saving effort in Libya. SS-1 missiles are launched against an unarmed U.S. Coast Guard station on the island of Lampedusa. Small craft with Libyan commando teams on board head for the island. Air strikes are expected. You receive orders to provide CAP over the island until personnel on the island can be withdrawn or reinforced.

- **Victor** Shoot down at least four of the incoming strike aircraft (Su-22, F-1, and MiG-23)
- **Time** Random
- **Weather** Random
- **Ceiling** 15,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, two DDGs, one FFG, eight F-14s (Fleet CAP 1, 2, 3; Ready 5), one E-2C (AWACS), two P-3s, one EC-130Q, one SH-2 (SAR Helo)
- **Enemy Forces** Five PTM; four MiG-23s, eight Su-22s, two F-1s
- **Neutrals** Four F-5
- **Situation** You and your wingman launch and fly to the U.S. Coast Guard Station at Lampedusa. There, you provide a CAP. Eight Su-22s head your way from Tripoli to bomb the station. Two MIG-23s escort them, and then they establish a CAP over the station. Two F-1s from Tripoli attack your carrier. Two MiG-23s remain at Tripoli, preparing to provide a CAP. Five PTMs south of the carrier pass by it on their way to Lampedusa. Four F-5s to the northwest of your carrier appear to be neutral. However, this is a ruse—these are enemy aircraft. They may go after your E-2C AWACS aircraft.

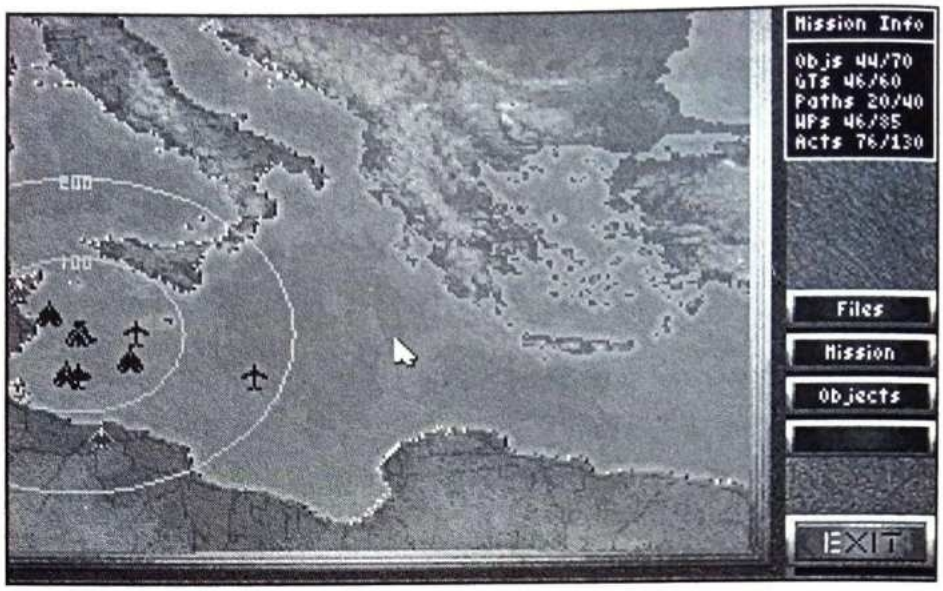


Figure 6-7
The Libyans React, El Dorado Canyon Missions 7 and 9

MISSION 9: THE LIBYANS REACT: FLY CAP OVER COAST GUARD STATION AGAINST AIR ATTACK

This mission is identical to Mission 4 except that the briefing text is different. Refer to Mission 7 for information about the victory conditions and situation. The deployment of forces is shown in Figure 6-7.

Briefing: Our rescue mission has turned into a complete military embarrassment. To make matters worse, civilian workers are left in the desert to fend for themselves. Qaddifi appears on international TV denouncing both the air strikes and the rescue mission. Libya launches SS-1 missiles against an unarmed U.S. Coast Guard station on the island of Lampedusa. Small craft with Libyan commando teams on board head for the island. Air strikes are expected. You receive orders to provide CAP over the island until personnel on the island can be withdrawn or reinforced.

Missions 8 and 10 (Aerial Ambush): You fly Mission 8 if you win Missions 4 or 6 (Human Shields). You fly Mission 10 if you win Missions 7 or 9 (Libyans React).

MISSION 8: AERIAL AMBUSH: INTERCEPT LIBYAN HELICOPTERS

Briefing: Operatives from the National Security Agency intercept and decode a Libyan message indicating that Qaddifi will soon be moved to a command center in the south. Apparently, he fears a Marine landing near Tripoli and has asked to be moved in a hurry. A number of Mi-8 Hip helicopters are assembled at the airport in advance preparation for just such an operation. Under a heavy fixed-wing escort, these helicopters prepare to whisk Qaddifi away. Your mission is to intercept this possible move, just like the aerial ambush that claimed Yamamoto in WWII.

- **Victory** Shoot down the enemy helicopter carrying Qaddifi (Shoot down all four Mi-8 helicopters to ensure you get your target.)
- **Time** Random
- **Weather** Random
- **Ceiling** 15,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, two DDGs, one FF; ten F-14s (Fleet CAP 1, 2, 3, 4; Ready 5), one E-2C (AWACS), two P-3s, one EC-130Q, one SH-2 (SAR Helo)
- **Enemy Forces** Five MiG-23s, three Su-22s, four Mi-8s (Helo), eleven Mi-24s (Helo)
- **Situation** You and your wingman are airborne, north of Tripoli. Four Mi-8 helicopters—one of which carries Qaddifi—lift off from the Tripoli International Airport. The group of helicopters fly to Darnah, to the east. Eleven MI-24 Hind helicopters serve as escorts. Three MiG-23s fly CAP over Tripoli. Three Su-22s leave the Ghurbadiyah air base to fly to Tripoli, then on to Darnah. Two MiG-23s fly CAP over Darnah.

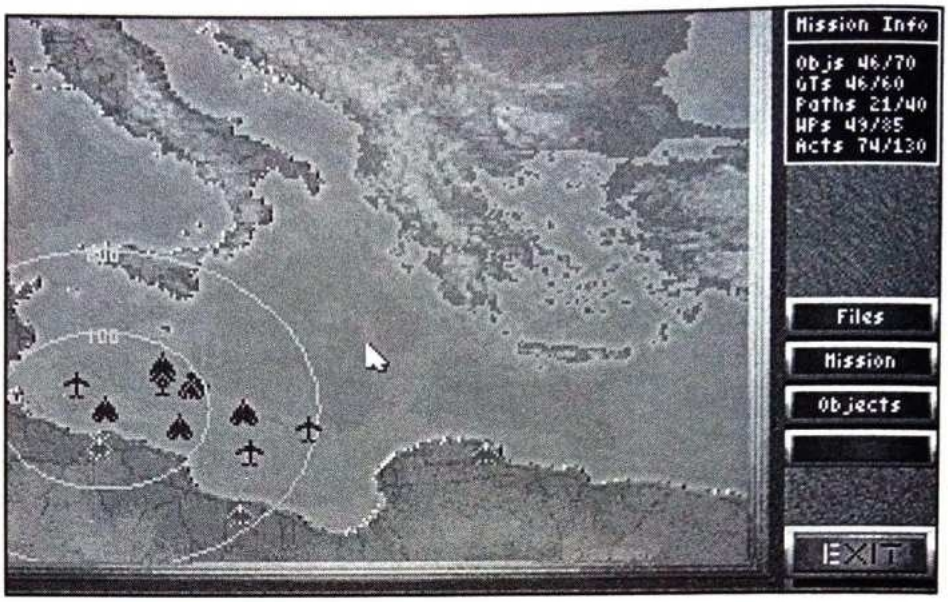


Figure 6-8
Aerial Ambush, El Dorado Canyon Missions 8 and 10

MISSION 10: AERIAL AMBUSH: INTERCEPT LIBYAN HELICOPTERS

This mission is identical to Mission 8 except that the briefing text is different. Refer to Mission 8 for information about the victory conditions and situation. The deployment of forces is shown in Figure 6-8.

Briefing: Great job. The success of the rescue mission will go a long way toward erasing the memory of Desert One. Operatives from the National Security Agency have intercepted and decoded a Libyan message indicating that Qaddifi will soon be moved to a command center in the south. Apparently, he fears a Marine landing near Tripoli and has asked to be moved in a hurry. A number of Mi-8 Hip helicopters have assembled at the airport for just such an operation. Under a heavy fixed-wing escort, these helicopters will take Qaddifi away. Your mission is to intercept this possible move just like the aerial ambush that claimed Yamamoto in WWII.

Missions 11 and 13 (Tupolev Terror): You fly Mission 11 if you lose Missions 7 or 9 (Libyans React). You fly Mission 13 if you lose Missions 8 or 10 (Aerial Ambush).

MISSION 11: TUPOLEV TERROR: DEFEND CARRIER GROUP AGAINST CRUISE MISSILE ATTACK

Briefing: Unfortunately, the Coast Guard Station on Lampedusa has suffered damage. This tiny success will likely be trumpeted as a major Libyan victory. To prevent this from happening again, all of Libya's aircraft capable of long-range operations must be destroyed. A single squadron of long-range Tu-22 Blinder bombers remains in Qaddifi's inventory. These aircraft represent Libya's only means of attacking theater-wide strategic targets (save for terrorism). The initial raids failed to destroy the Blinders. Now, you must find these aircraft and destroy them. Only when these have been eliminated can all the countries in the region breathe a sigh of relief.

- **Victory** Shoot down at least four Tu-22 Blinders
- **Time** Random
- **Weather** Random
- **Ceiling** 15,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, two DDGs, one FFG, ten F-14s (Fleet CAP 1, 2, 3, 4; Ready 5), one E-2C (AWACS), two P-3s, one EC-130Q, one SH-2 (SAR Helo)
- **Enemy Forces** One FF; four MiG-23s, six Su-22s, six Tu-22s, two F-1s
- **Neutrals** One DC-10
- **Situation** You and your wingman launch and fly off to intercept six Tu-22s. These bombers, which lift off from the Okba bin Nafi air base, launch cruise missiles against the carrier if they get close enough. Four MiG-23s fly over the Okba bin Nafi air base. Immediately after you launch, they are directed against you and your wingman. Three Su-22s fly CAP over Tripoli. Two F-1s fly over Ghurbadiyah air base and head for your carrier to launch Exocet missiles. Three Su-22s from the Ghurbadiyah air base head toward Tripoli to strengthen the CAP there. A civilian DC-10 southeast of Sicily cruises toward the eastern end of the Mediterranean. It may be in the vicinity of your carrier at the height of the enemy attack.

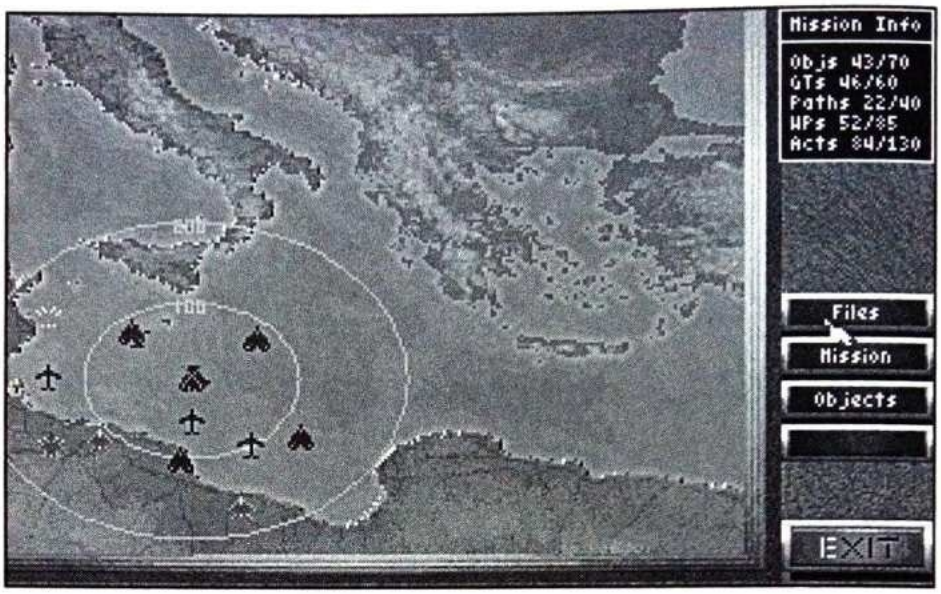


Figure 6-9
Tupolev Terror, El Dorado Canyon Mission 11

MISSION 13: TUPOLEV TERROR: DEFEND CARRIER GROUP AGAINST CRUISE MISSILE ATTACK

Briefing: Qaddifi has escaped to a secret desert command center. In retaliation for our attempted ambush, he orders an air strike against our base at Sigonella, Italy. It appears that his lone squadron of Tu-22 Blinders is gearing up to conduct the attack. Your mission is to intercept these bombers and prevent them from reaching our base. Failure to stop this attack could have tragic consequences.

- **Victory** Shoot down six Tu-22 Blinders before they reach Sigonella
- **Time** Random
- **Weather** Random
- **Weather** 15,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, two DDGs, one FFG, ten F-14s (Fleet CAP 1, 2, 3, 4; Ready 5), one E-2C (AWACS), two P-3s, one EC-130Q, one SH-2 (SAR Helo)
- **Enemy Forces** One FF, three MiG-23s, five Su-22s, six Tu-22s, two F-1s
- **Neutrals** One DC-10
- **Situation** You and your wingman launch and head off to intercept six Tu-22s. These bombers, which lift off from Okba bin Nafi air base, bomb the air base at Sigonella—unless you can stop them. The Tu-22s operate in two groups of three aircraft each. You are directed to the first

group, and two other F-14s are directed to the second group. Three MiG-23s fly over the Okba bin Nafi air base. Immediately after you launch, these MiGs are directed against you and your wingman. Three Su-22s fly CAP over Tripoli. Two F-1s fly over Ghurbadiyah air base and head for your carrier to launch Exocet missiles. Three Su-22s from the Ghurbadiyah air base fly to Tripoli and then back to Darnah on patrol. A civilian DC-10 southeast of Sicily heads for the eastern end of the Mediterranean.

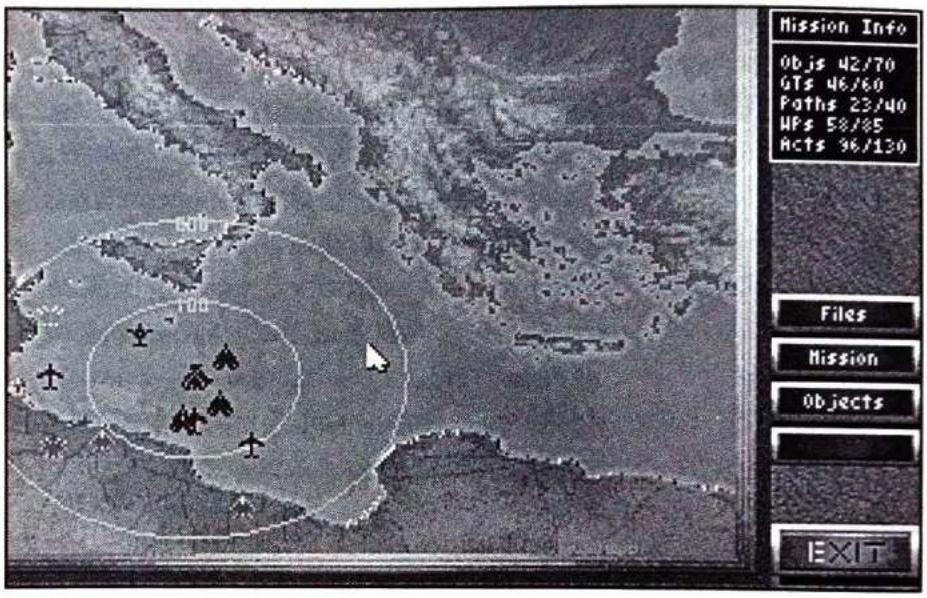


Figure 6-10
Tupolev Terror, El Dorado Canyon Mission 13

Missions 12 and 14 (Operation Hasty Hostage): You fly Mission 12 if you win Mission 8 or 10 (Aerial Ambush). You fly Mission 14 if you win Missions 11 or 13 (Tupolev Terror).

MISSION 12: OPERATION HASTY HOSTAGE: ESCORT HELICOPTERS EXTRACTING A SEAL TEAM AND CAPTIVE FROM LIBYA

Briefing: Even though your last mission is hailed as a success, it appears that Qaddifi has survived. In a further effort to disrupt Libyan command and control, however, a Navy SEAL team captures the Libyan Minister of Defense. This man has intimate knowledge of foreign terrorist groups receiving training inside Libya. As part of the campaign to fight international terrorism, the Minister must be brought back for interrogation. Your mission is to fly protective cover over the helicopters used in this extraction.

- **Victory** Prevent either of the helicopters being used to extract the Minister and SEALs from being shot down by enemy fighters
- **Time** Random
- **Weather** Random
- **Weather** 15,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, two DDGs, one FFG, ten F-14s (Fleet CAP 1, 2, 3, 4; Ready 5), one E-2C (AWACS), two P-3s, one EC-130Q, one S-3, two SH-3s (Helo), one SH-2 (SAR Helo)
- **Enemy Forces** One FF; three MiG-23s, nine Su-22s, two F-1s, two MiG-25s, four Mi-24s (Helo)
- **Neutrals** One DC-10
- **Situation** You and your wingman escort two SH-3 helicopters, carrying the SEAL team and the captive back to the carrier. You may tangle with four Mi-24 Hind helicopters right away. Three MiG-23s and three Su-22s at the nearby Okba bin Nafi air base head your way. Three Su-22s pass over the Ghurbadiyah air base and then fly patrol to Tripoli and then on to Darnah. Two MiG-25s at Ghurbadiyah are directed against the two SH-3 helicopters. Two F-1s at Ghurbadiyah attack your carrier with Exocet missiles. A civilian DC-10 southwest of Sicily heads for the eastern Mediterranean.

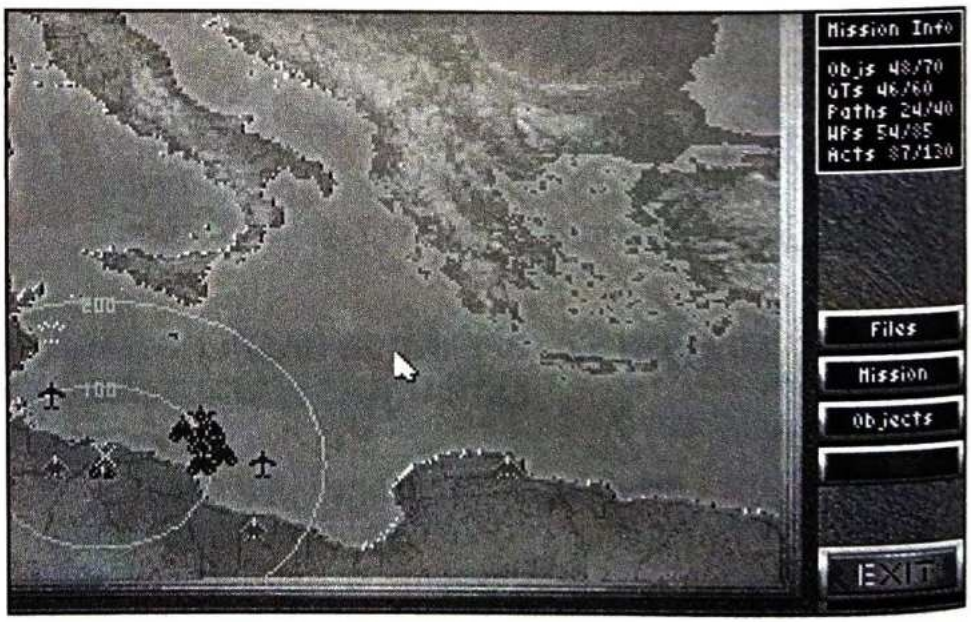


Figure 6-11
Operation Hasty Hostage, El Dorado Canyon, Missions 12 and 14

MISSION 14: OPERATION HASTY HOSTAGE: ESCORT HELICOPTERS EXTRACTING A SEAL TEAM AND CAPTIVE FROM LIBYA

This mission is identical to Mission 12 except that the briefing text is different. Refer to Mission 12 for information about the victory conditions and situation. The deployment of forces is shown in Figure 6-11.

Briefing: Congratulations on another fine mission! Since the destruction of the Tupolevs, everyone sleeps more soundly. In a further effort to disrupt Libyan command and control, a Navy SEAL team captures the Libyan Minister of Defense. This man has intimate knowledge of foreign terrorist groups receiving training inside Libya. As part of the campaign to fight international terrorism, the Minister must be brought back for interrogation. Your mission is to fly protective cover over the helicopters used in this extraction.

Missions 15 and 17 (Crippled Cat): You fly Mission 15 if you lose Missions 11 or 13 (Tupolev Terror). You fly Mission 17 if you lose Missions 12 or 14 (Operation Hasty Hostage).

MISSION 15: CRIPPLED CAT: ESCORT A CRIPPLED F-14 TOMCAT BACK TO THE CARRIER

Briefing: Unfortunately, not all of Libya's Tu-22s have been destroyed. You are almost guaranteed to see them again. In the meantime, an F-14 belonging to your sister squadron suffers severe damage from enemy fighters off the Libyan coast near Benghazi. Although the aircraft is still airworthy and the crew is unhurt, the F-14 is essentially defenseless. Because of a shortage of aviators, they receive orders to RTB, rather than bail out and risk capture. Your mission is to escort the helpless aircraft back to the carrier. But beware. Libyan fighters may rush into the area to finish off the crippled cat.

- **Victory** Escort the "crippled cat" safely back to the carrier
- **Time** Random
- **Weather** Random
- **Ceiling** 15,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, two DDGs, one FFG, twelve F-14s (Fleet CAP 1, 2, 3, 4; Cripple; Ready 5), one E-2C (AWACS), one EC-130Q, one S-3, three SH-2s (SAR Helo)
- **Enemy Forces** Four PTM, three MiG-23s, nine Su-22s, two F-1s, two MiG-25s
- **Neutrals** One DC-10
- **Situation** You and your wingman escort a crippled F-14 and his wingman back to your carrier. Three Su-22s from Benina patrol to Tripoli and back to Darnah. They may intercept you. Three MiG-23s at Benina may stay on CAP there. Two Mirage F-1s from Darnah come after the crippled F-14. Three Su-22s from Ghurbadiyah also approach the crippled F-14. Two MiG-25s from Ghurbadiyah pass over your carrier task force, unless prevented from doing so. Four OSA-class attack boats are poised for battle southwest of your carrier. A civilian DC-10 over Crete flies toward the southwest coast of Sicily.

Figure 6-12
Crippled Cat, El Dorado Canyon Missions 15 and 17

MISSION 17: CRIPPLED CAT: ESCORT A CRIPPLED F-14 TOMCAT BACK TO THE CARRIER

This mission is identical to Mission 15 except for the following: The briefing text is different, there are two additional F-14s on CAP, and there are no EC-130Q aircraft in operation. Refer to Mission 15 for information about the victory conditions and situation. The deployment of forces is shown in Figure 6-11.

Briefing: Although Navy SEALs were able to capture the Libyan Defense Minister, the operation cannot be counted as a success. The extraction helicopter taking him to the carrier was shot down by Libyan fighters. In addition, an F-14 belonging to your sister squadron has been severely damaged by enemy fighters off the Libyan coast near Benghazi. Although the aircraft is still airworthy and the crew is unhurt, the F-14 is essentially defenseless. Because of a shortage of aviators, they have been ordered to RTB rather than bail out and risk capture. Your mission is to escort the helpless aircraft back to the carrier But beware. Libyan fighters rush into the area to finish off the crippled cat.

Missions 16 and 18 (Rush Hour): You fly Mission 16 if you win Missions 12 or 14 (Operation Hasty Hostage). You fly Mission 18 if you win Missions 15 or 17 (Crippled Cat).

MISSION 16: RUSH HOUR: ESCORT C-130S CONDUCTING AN AIR DROP AND THEN MH-53 HELICOPTERS EXTRACTING THE DROPPED TROOPS

Briefing: Congratulations! The Libyan Defense Minister has informed U.S. officials of a wanted terrorist figure thought to be hiding at a training camp near Benghazi. As a result, a major airborne operation is underway to attack the camp and to eliminate this criminal mastermind. This mission, if it succeeds, will be used as a high-profile demonstration of our resolve. Your job is to escort a flight of C-130 transports with members of the 82nd Airborne Division aboard. You are to remain at the drop zone until the helicopters extract the paratroopers.

- **Victory** Prevent more than two C-130s from being shot down by enemy fighters until they unload the 82nd, and all of the extraction choppers until they pick up the troops
- **Time** Random
- **Weather** Random
- **Ceiling** 15,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, two DDGs, one FFG, ten F-14s (Fleet CAP 1, 2, 3, 4; Ready 5), one E-2C (AWACS), one EC-130Q, four A-6Es, nine C-130s, one SH-2 (SAR Helo), six MH-53s (Helo)
- **Enemy Forces** Four MiG-23s, twelve Su-22s, two F-1s
- **Neutrals** One DC-10
- **Situation** Airborne, you and your wingman to escort nine C-130s enroute to make an air drop on a terrorist training camp outside Benghazi. Six Su-22s fly CAP over the target area. You may receive assistance from two F-14s on CAP just north of the city. Four A-6Es from your carrier go in to neutralize SA-3 and SA-5 SAM batteries in the area. Two Mirage F-1s from Darnah come after you and your wingman. Three Su-22s from Tobruck patrol toward Tripoli; these aircraft may engage you. Three Su-22s from Ghurbadiyah also come after you and your wingman. A civilian DC-10 flies over Crete toward southeast Sicily.

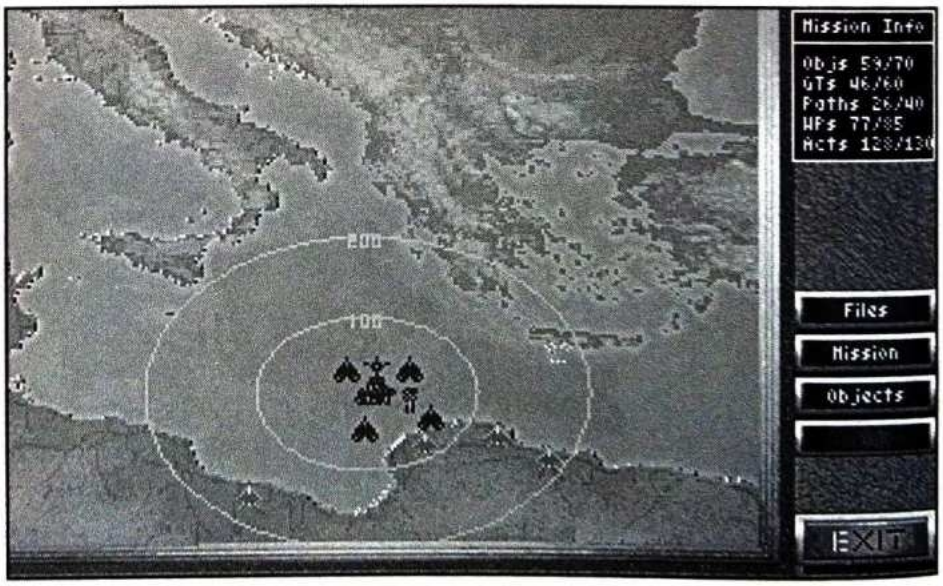


Figure 6-13
Rush Hour,
El Dorado Canyon
Missions 16 and 18

MISSION 18: RUSH HOUR: ESCORT C-130S CONDUCTING AN AIR DROP AND THEN MH-53 HELICOPTERS EXTRACTING THE DROPPED TROOPS

This mission is identical to Mission 16, except that the briefing text is different and the Libyans deploy two less MiG-23s. Refer to Mission 16 for information about the victory conditions and situation. The deployment of forces is shown in Figure 6-13.

Briefing: Congratulations! Every member of your sister squadron thanks you for your effort in bringing back their squadron mate. In the meantime, a major airborne attack on a terrorist training camp near Benghazi unfolds. A major terrorist figure, Abu Kabash, is believed to be hiding inside the compound. This criminal mastermind must be eliminated. This mission, if it succeeds, will be used as a high-profile demonstration of our resolve. Your job is to escort a flight of C-130 transports with members of the 82nd Airborne Division aboard. You are to remain at the drop zone while the paratroopers attack the camp and then protect the extraction helicopters.

Missions 19 and 21(A Friend in Need): You fly Mission 19 if you lose Missions 15 or 17 (Crippled Cat). You fly Mission 21 if you lose Missions 16 or 18 (Rush Hour).

MISSION 19: A FRIEND IN NEED: DEFEND AGAINST JET AND HELICOPTER ATTACK

Briefing: Unfortunately, your last mission cannot be counted as a success. For political reasons, you cannot afford to lose a single F-14. The Libyans expand this conflict. Qaddifi launches a major attack on Egypt, supposedly in retaliation for aiding the U.S. You must now assist the friendly Egyptian government by turning back this attack. Warning! Be sure to identify targets. Egyptian F-16s operate in the area. Your mission is to intercept a large formation of attack helicopters heading for the Egyptian town of Sidi Barrani.

- **Victory** Shoot down four or more Libyan Mi-24 attack helicopters
- **Time** Random
- **Weather** Random
- **Ceiling** 15,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, two DDGs, one FFG, ten F-14s (Fleet CAP 1, 2, 3, 4; Ready 5), one E-2C (AWACS), one SH-2 (SAR Helo), four F-16s (Egypt)
- **Enemy Forces** Four MiG-23s, eleven Su-22s, one MiG-25, nine Mi-24s (Helo)
- **Neutrals** One DC-10
- **Situation** You and your wingman launch with two other F-14s and fly west to engage a Libyan force of nine Mi-24 Hind helicopters approaching from Tobruck. The Hinds attack Sidi Barrani. Escorting the choppers are eight Su-22s. Four MiG-23s approach from the Tobruck area to bomb Sidi Barrani. Three Su-22s from Tobruck pass over Sidi Barrani and then bomb Matruh. A single MiG-25 from Benina attempts to fly over Matruh. The Egyptians fly two F-16s over Sidi Barrani and two more F-16s from Matruh. Four OSA-class patrol boats northwest of your carrier head due east. A civilian DC-10 southeast of Sidi Barrani flies toward Sicily, right through the upcoming air battle.

Figure 6-14
A Friend in Need, El Dorado Canyon Missions 19 and 21

MISSION 21: A FRIEND IN NEED: DEFEND AGAINST JET AND HELICOPTER ATTACK

This mission is identical to Mission 19, except that the briefing text is different. Also, four of the Su-22s escorting the Hinds from Tobruck come after you, not just flying escort. Refer to Mission 19 for information about the victory conditions and situation. The deployment of forces is shown in Figure 6-13.

Briefing: Unfortunately, your last mission cannot be counted as a success. For political reasons, you cannot afford to lose a single F-14. The Libyans expand this conflict. Qaddifi launches a major attack on Egypt, supposedly in retaliation for aiding the U.S. You must now assist the friendly Egyptian government by turning back this attack. Warning! Be sure to identify targets. Egyptian F-16s operate in the area. Your mission is to intercept a large formation of attack helicopters heading for the Egyptian town of Sidi Barrani.

Missions 20, 22, and 24 (Diplomatic Immunity): You fly Mission 20 if you win Missions 16 or 18 (Rush Hour). You fly Mission 22 if you win Missions 19 or 21 (A Friend in Need). You fly Mission 24 if you win Mission 23 (Med Vampires).

MISSION 20: DIPLOMATIC IMMUNITY: ESCORT A DC-10 FROM EGYPT TO ATHENS

Briefing: Government officials from Chad must be flown from Cairo to Athens, Greece, for "consultations." It is believed that the U.S. hopes to enlist Chad in the war against Qaddifi. Because this impending visit has been widely reported by the media, Libya has been given ample time to devise a plan of interception. Satellite intelligence reports that unusual numbers of interceptors are being serviced at several Libyan airfields. The nature of this activity has not yet been determined. You are directed to escort the diplomats and to ensure their safe arrival. With Chad in the war, one more blow against Qaddifi's terrorism will be struck. The U.S. could potentially call off further attacks.

- **Victory** Protect the DC-10 carrying the diplomats from Chad until it lands at Athens, Greece
- **Time** Random
- **Weather** Random
- **Ceiling** 15,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, two DDGs, one FFG, ten F-14s (Fleet CAP 1, 2, 3, 4; Ready 5), one E-2C (AWACS), one SH-2 (SAR Helo), four F-16s (Egypt)
- **Enemy Forces** Sixteen MiG-23s, four Su-22s
- **Civilians** One DC-10
- **Situation** Airborne, you and your wingman escort a DC-10 from Cairo to Athens. Two Egyptian F-16s from Matruh join your escort, followed by two F-14s that immediately launch from your carrier. Sixteen MiG-23s from Tobruck head for the DC-10. Four Su-22s north of Benghazi also head for the DC-10.

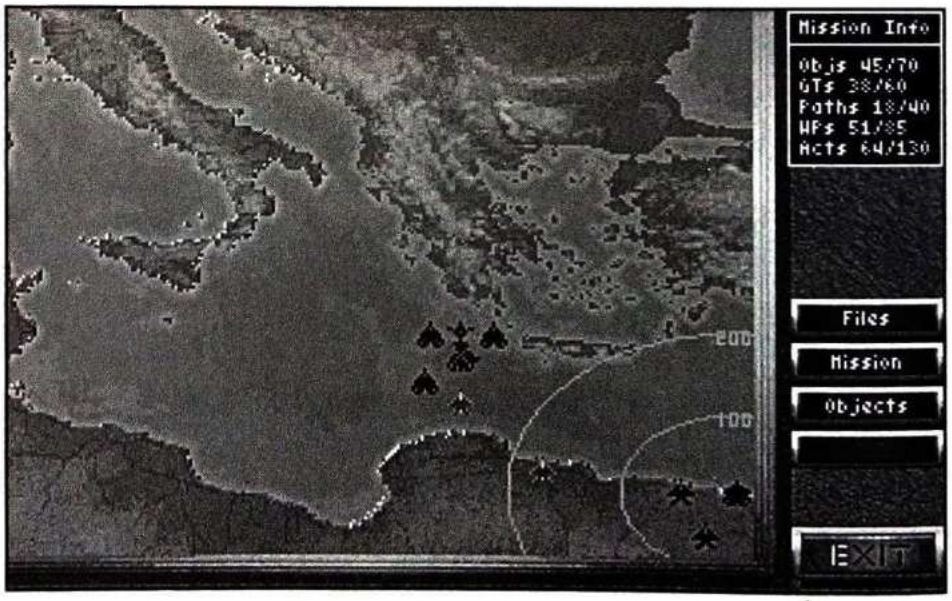


Figure 6-15
Diplomatic Immunity, El Dorado Canyon Missions 20, 22, and 24

MISSION 22: DIPLOMATIC IMMUNITY: ESCORT A DC-10 FROM EGYPT TO ATHENS

This mission is identical to Mission 20 except for the following: The briefing text is different, the placement of two F-14s is slightly different, and the Libyan aircraft at Tobruck consist of twelve MiG-23s

and four Su-22s. Refer to Mission 20 for information about the victory conditions and situation. The deployment of forces is shown in Figure 6-15.

Briefing: The attack on Egypt was turned back after the Libyans suffered heavy losses. Most of their helicopter assault force lays burning in the desert. Government officials from Chad are to be flown from Cairo to Athens, Greece, for "consultations." It is believed that the U.S. hopes to enlist Chad in the war against Qaddifi. Because this impending visit has been widely reported by the media, Libya has been given ample time to devise a plan of interception. Satellite intelligence reports that unusual numbers of interceptors are being serviced at several Libyan airfields. The nature of this activity has not yet been determined. You are directed to escort the diplomats to ensure that they arrive safely. With Chad in the war, one more blow against Qaddifi's terrorism will be struck. The United States could potentially call off further attacks.

MISSION 24: DIPLOMATIC IMMUNITY: ESCORT A DC-10 FROM EGYPT TO ATHENS

This mission is identical to Mission 20 except that the briefing text is different and four MiGs at Tobruck have been replaced with four Su-22s. Refer to Mission 20 for information about the victory conditions and situation. The deployment of forces is shown in Figure 6-15.

Briefing: Great mission! The Exocet attack on our carrier was foiled. In a new development, government officials from Chad are to be flown from Cairo to Athens, Greece, for "consultations." It is believed that the U.S. hopes to enlist Chad in the war against Qaddifi. Because this impending visit has been widely reported by the media, Libya has been given ample time to devise a plan of interception. Satellite intelligence reports that unusual numbers of interceptors are being serviced at several Libyan airfields. The nature of this activity has not yet been determined. You are directed to escort the diplomats to ensure that

they arrive safely. With Chad in the war, one more blow against Qaddifi's terrorism will be struck. The U.S. could potentially call off further attacks.

Mission 23 (Med Vampires): You fly Mission 23 if you lose Missions 19 or 21 (A Friend in Need).

MISSION 23: MED VAMPIRES: INTERCEPT INCOMING AIRCRAFT AND PREVENT CRUISE MISSILE ATTACK ON CARRIER

Briefing: The Libyan attack has succeeded in destroying much of Sidi Barrani. However, it resulted in many civilian casualties among the Egyptian inhabitants. You have much explaining to do. In the meantime, the E-2C detects a number of incoming Libyan Mirage fighters. They follow a classic Exocet attack profile. They must be intercepted and destroyed before they launch their missiles.

- **Victory** Shoot down at least four of the incoming Mirages
- **Time** Random
- **Weather** Random
- **Ceiling** 15,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, two DDGs, one FFG, ten F-14s (Fleet CAP 1, 2, 3, 4; Ready 5), one E-2C (AWACS), one SH-2 (SAR Helo)
- **Enemy Forces** 14 F-1s, 12 Su-22s
- **Neutrals** One DC-10
- **Situation** You and your wingman launch and head off to intercept an incoming Exocet attack. Two F-1s carrying these cruise missiles fly from Tripoli, Ghurbadiyah, and Benina, then attack. The Mirages from Ghurbadiyah and Tripoli are each escorted by four Mirage F-1 fighters. The Mirages from Benina are escorted by four Su-22s. In addition, eight Su-22s from Ghurbadiyah head for you the moment you launch. A civilian DC-10 flies over Crete toward Sicily. It shouldn't get close to the air battle.

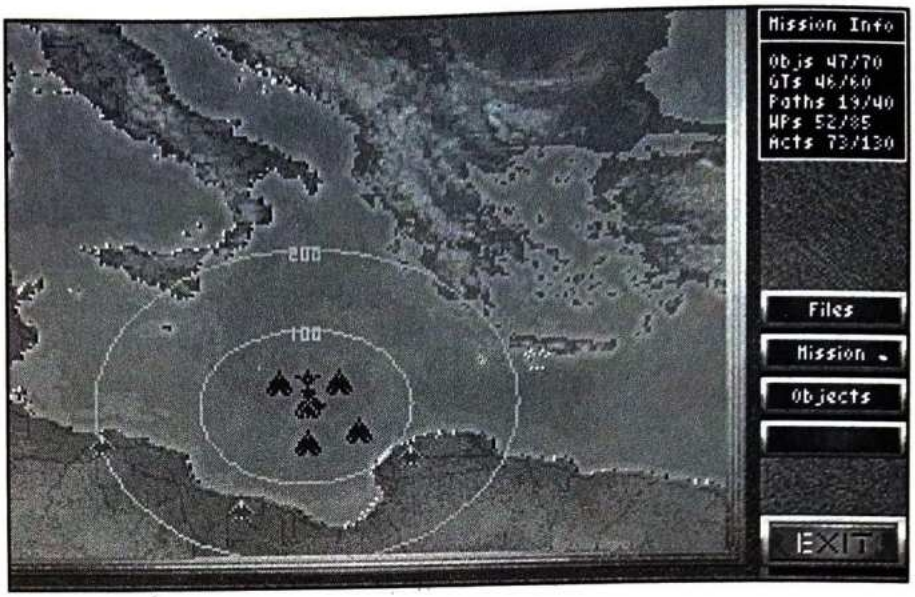


Figure 6-16
Med Vampires, El Dorado Canyon Mission 23

Mission 25 (Mad Dog Station): You fly Mission 25 if you lose Mission 23 (Med Vampires).

MISSION 25: MAD DOG STATION: INTERCEPT INCOMING AIRCRAFT AND PREVENT CRUISE MISSILE ATTACK ON CARRIER

Briefing: Encouraged by the success of their recent Exocet attack, the Libyans decide to throw the full weight of their air force at our carrier. While the threat to our ships is enormous, this attack also gives us an opportunity to destroy the Libyan air force. This could decimate Qaddifi's military power for years to come, and it is likely to be the Libyan's last gasp. Win this one and the war is over. Lose it and our carrier—as well as American prestige abroad—goes down.

- **Victory** Shoot down at least six of the incoming attacking aircraft
- **Time** Random
- **Weather** Random
- **Ceiling** 15,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, two DDGs, one FFG, ten F-14s (Fleet CAP 1, 2, 3, **4**; Ready 5), one E-2C (AWACS), one SH-2 (SAR Helo)

- **Enemy Forces** Ten F-1s, two Su-22s, six MiG-23s, one Tu-22
- **Neutrals** Two DC-10
- **Situation** You and your wingman launch and head off to intercept incoming Mirage F-1s carrying Exocet missiles. Two Mirages approach from Benina with an escort of two Su-22s. Two Mirages approach from Ghurbadiyah, escorted by two other Mirages. Two more Mirages approach from Tripoli, escorted by two additional Mirages. As if that were not enough, the air bases at Benina, Tripoli, and Darnah each send two MiG-23s to attack the carrier. A DC-10 and a Tu-22 both move toward the carrier. Although the DC-10 is unarmed, it is far from neutral or friendly. Its purpose is to mask the attack of the Tu-22 behind it. If the Libyan DC-10 can be shot down, it counts toward winning the mission. Another civilian DC-10 flies over Crete toward Sicily. This aircraft is not to be shot down.

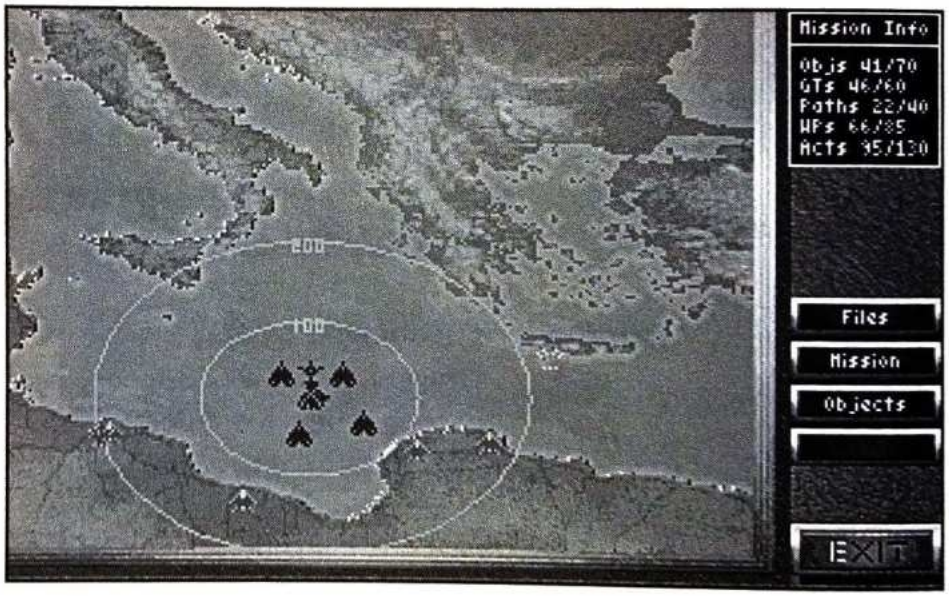
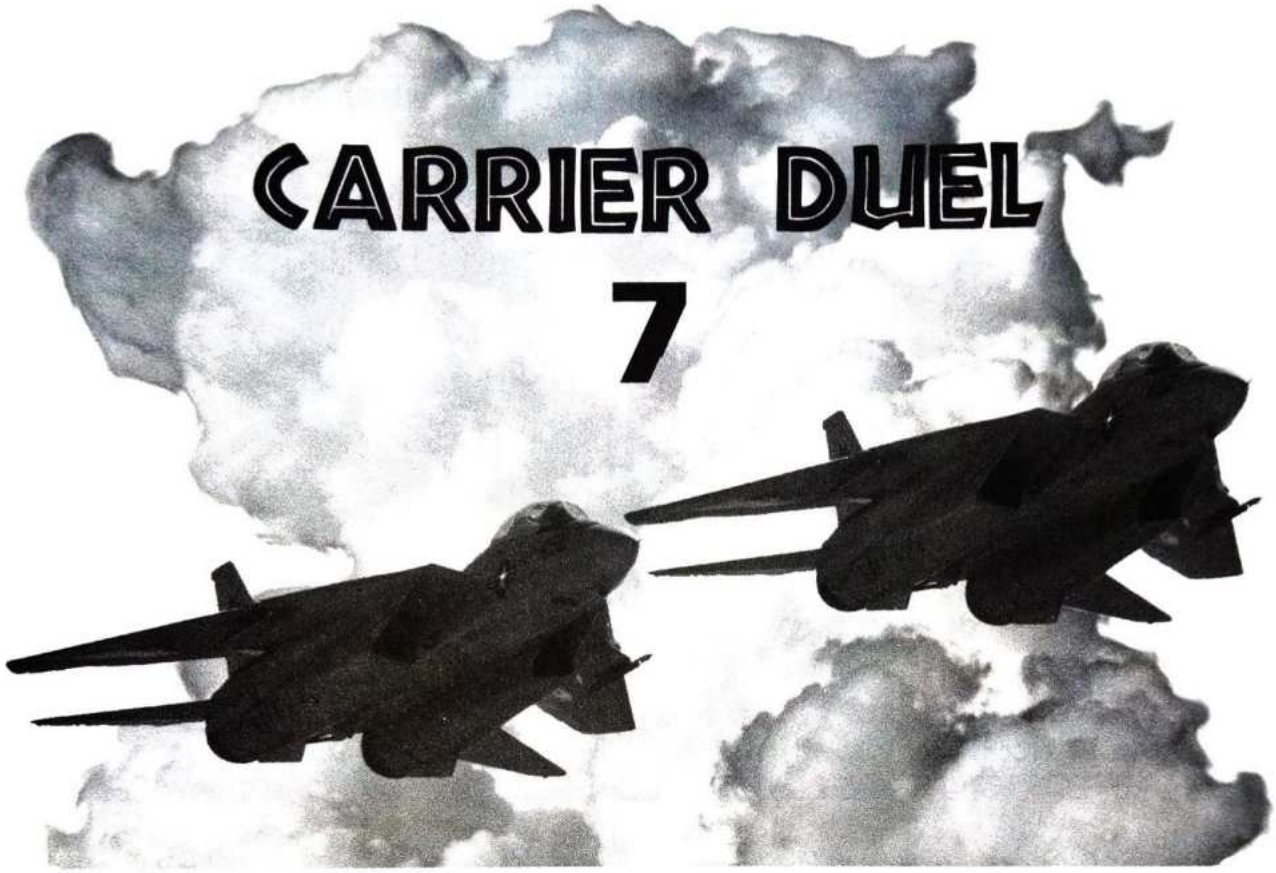


Figure 6-17
Mad Dog Station, El Dorado Canyon Mission 25



CARRIER DUEL
7

The Carrier Duel Campaign assumes that the Russian revolution of 1989 never took place and that Soviet naval development has continued since then. The Soviets now possess several large fleet-class aircraft carriers.

Your carrier battle group tours in the central Mediterranean Sea off the north coast of Libya. War has just been declared between the Soviet Union and the United States. During peacetime—just 18 hours ago—a Soviet naval task force passed through the Turkish Straits. It now bears down on you. Their task force includes two of their new big carriers. This will be the first clash of carriers since WWII.

SITUATION AND MISSIONS

The general situation in this theater is shown in Figure 7-1. Because the campaign is primarily a battle between the two carrier groups, the only land features that may become involved are

the surface-to-air missile batteries, which are friendly to both sides. These are marked in Figure 7-1.

Figure 7-1
Situation at the start of the Carrier Duel Campaign

The Carrier Duel Mission Tree is shown in Figure 7-2. An explanation of how to read this tree is found at the start of Chapter 5. The individual missions of this campaign are described in the remainder of this chapter. For each mission, there is also an accompanying situation map showing the starting location of the forces on each side. Remember, the Carrier Duel Campaign is fought in the Mediterranean theater.

MISSION 1: HIDE AND SEEK: HUNT ENEMY RECONNAISSANCE AIRCRAFT SEARCHING FOR YOUR CARRIER

Briefing: In a naval engagement, victory usually goes to the side that locates the enemy first. Battles are won and lost based on the effectiveness of the first salvo fired—the most telling blow a fleet can deliver. Therefore, it is imperative that you find the Russian carriers while remaining hidden. This may prove difficult. Russian land-based reconnaissance aircraft search for you at this very moment. They must be eliminated before they locate our position. If you are detected prematurely, it jeopardizes the effectiveness of our first strike.

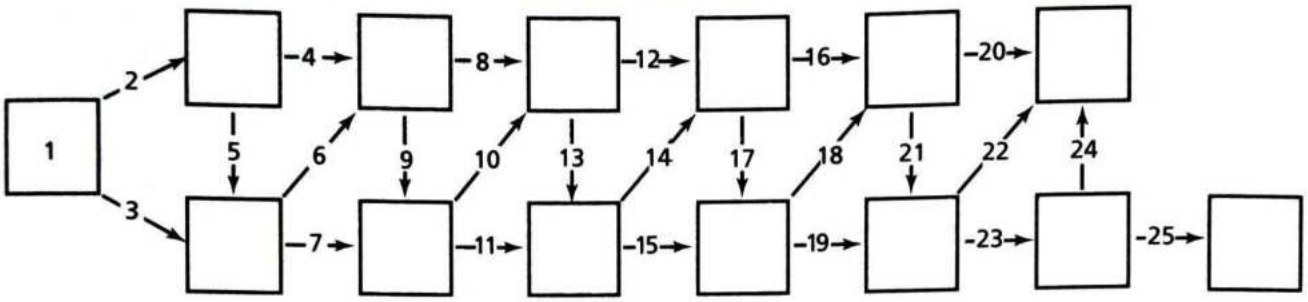


Figure 7-2 Carrier Duel Mission Tree

Mission #	Name	Mission #	Name
1	Hide and Seek	12 and 14	Foxbat!
2	US First Strike	15 and 17	Out of the Blue
3 and 5	Soviet First Strike	16 and 18	Trading Punches
4 and 6	Picture Perfect	19 and 21	Feeding Frenzy
7 and 9	Peaceful Pretense	20, 22, and 24	Parthian Shot
8 and 10	BUFF	23	Suicide Sortie
11 and 13	Charm City	25	Armageddon

- **Victory** Shoot down four or more Tu-95D or Tu-16 search aircraft
- **Time** 06:45
- **Weather** High sky
- **Ceiling** 15,000
- **Friendly Forces** One CV (*America*), two CGs, two DDGs, one FFG, ten F-14s (Fleet CAP 1, 2, 3, 4; Ready 5), one E-2C (AWACS), two P-3s, two S-3s, one SH-2 (SAR Helo)
- **Enemy Forces** Two CVs (*Kuznet, Varyag*), three CGs, two DDGs, three FFGs, four MiG-29s, two Su-27s, three Tu-16Ls, six Tu-95Ds.
- **Situation** You and your wingman are airborne, far to the east of your carrier group. You are directed due east against two Tu-95s escorted by two MiG-29s. A CAP of two F-14s launch with you and are directed against a single Tu-95 to the southeast off the coast of Libya. Two MiG-29s fly CAP to the west of their carriers; they may be drawn into any battle you start to your east. A single Tu-16 is to your north, and two Tu-95s are to your south. A single Tu-95 is positioned to the southwest of your carrier group off the Libyan coast.

Figure 7-3
Hide and Seek, Carrier Duel Mission 1

MISSION 2: U.S. FIRST STRIKE: ESCORT AIR STRIKE FROM CARRIER AGAINST TARGETS IN THE BENGHAZI AREA

Briefing: Congratulations on shooting down those reconnaissance aircraft. Without them to report back, the Russians must now fight blind. Our aircraft, on the other hand, did manage to spot the Russian carrier group. It is located roughly 300 nautical miles due east of your current position. A strike is being readied at this very moment. Your mission is to escort the A-6s and F/A-18s making up the strike package. Their targets are those vessels located along the outer screen of the Soviet vessels. Once they've been dealt with, the carriers inside this protective screen are easier to attack.

- **Victory** Escort the strike group to the target and back; at least eight of the strike aircraft must survive
- **Time** Random
- **Weather** Random
- **Ceiling** 15,000
- **Friendly Forces** One CV (*America*), two CGs, two DDGs, one FFG, ten F-14s (Fleet CAP 1, 2, 3; Escorts; Ready 5), one E-2C (AWACS), two S-3s, six A-6Es, six F/A-18s, one SH-60 (SAR Helo)

- **Enemy Forces** Two CVs (*Kuznet, Varyag*), two CGs, four DDGs, five FFGs, four MiG-29s, two Su-27s, two Tu-16Ls, two Tu-95Ds
- **Situation** You and your wingman launch and form up as escorts for six A-6s. They attack guided missile cruisers (CG) in the screen around the Soviet carriers. At the same time, six F/A-18 Hornets also launch. With an escort of four F-14s, they attack guided missile destroyers (DDG) in the Soviet screen. Six Soviet fighters fly CAP in front of their task force: four MiG-29s and two Su-27s.

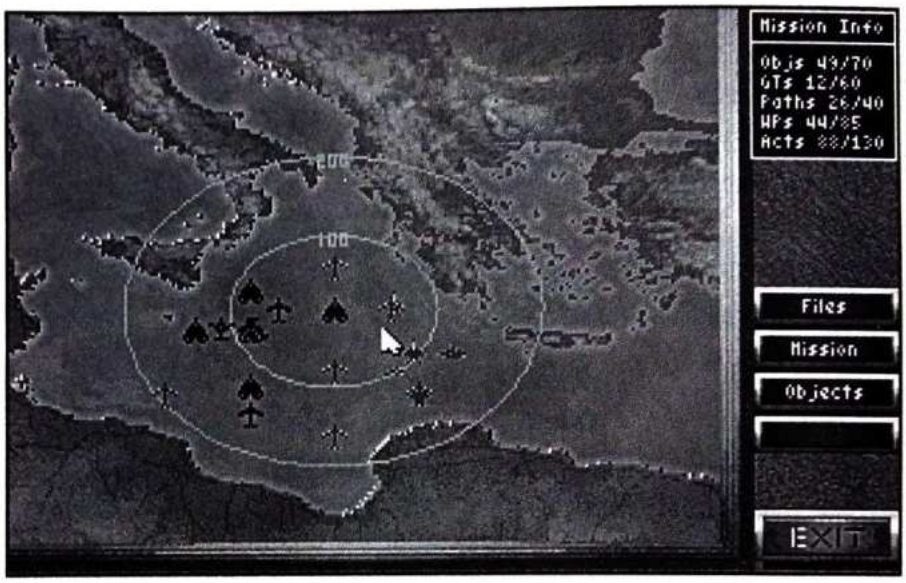


Figure 7-4
U.S. First Strike, Carrier Duel Mission 2

Missions 3 and 5 (Soviet First Strike): You fly Mission 3 if you lose Mission 1 (Hide and Seek). You fly Mission 5 if you lose Mission 2 (U.S. First Strike).

MISSION 3: SOVIET FIRST STRIKE: INTERCEPT INCOMING AIRCRAFT AND PREVENT ATTACK ON SHIP SCREEN

Briefing: The failure to stop the enemy reconnaissance aircraft has allowed the Russians to pinpoint our location. They are undoubtedly readying a strike at this very moment. Unfortunately, our search aircraft have been shot down by Russian fighters, so we will have little early warning of an attack. This desperate

situation has caused us to send additional fighters aloft. Your mission is to intercept any enemy aircraft that approach our carrier group.

- **Victory** Intercept and shoot down at least five of the incoming strike aircraft
- **Time** Random
- **Weather** Random
- **Ceiling** 15,000
- **Friendly Forces** One CV (*America*), two CGs, two DDGs, one FFG, twelve F-14s (Fleet CAP 1, 2, 3, 4, 5; Ready 5), one E-2C (AWACS), two S-3s, one SH-2 (SAR Helo)
- **Enemy Forces** Two CVs (*Kuznet, Varyag*), two CGs, four DDGs, five FFGs, six MiG-29s, eight Su-27s, two Tu-142s, one Tu-95D.
- **Situation** You and your wingman launch and attempt to intercept incoming aircraft. You are directed against four MiG-29s. Eight Su-27s also attack in two groups of four aircraft each. Two F-14s launch and are directed against the first group of Su-27s. Two F-14s fly CAP to the east of the carrier; they may intercept some of the Soviet planes before you do. Unless stopped, the Soviet aircraft attack cruisers and destroyers in the task force.

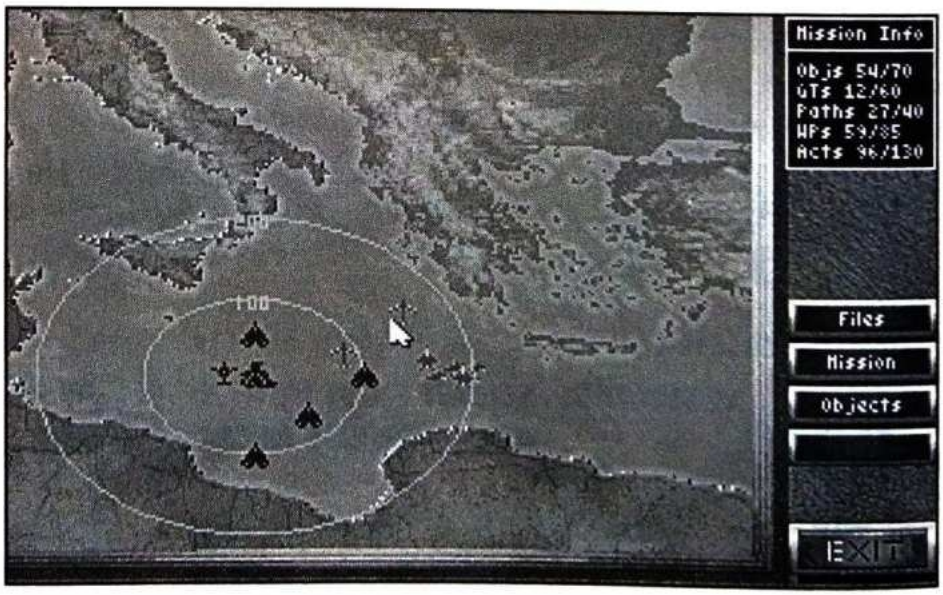


Figure 7-5
Soviet First Strike, Carrier Duel Missions 3 and 5

MISSION 5: SOVIET FIRST STRIKE: INTERCEPT INCOMING AIRCRAFT AND PREVENT ATTACK ON SHIP SCREEN

This mission is identical to Mission 3, except that the briefing text is different. Refer to Mission 3 for information about the victory conditions and situation. The deployment of forces is shown in Figure 7-5.

Briefing: Unfortunately, too many of our strike aircraft were shot down to consider the recent attack a success. The modest gains we made must be compared to the heavy losses we suffered. The initiative has now passed to the Russian fleet. They are undoubtedly readying a strike at this very moment. This desperate situation has caused us to send additional fighters aloft. Your mission is to intercept any enemy strike aircraft that approach our carrier.

Missions 4 and 6 (Picture Perfect): You fly Mission 4 if you win Mission 2 (U.S. First Strike). You fly Mission 6 if you win Missions 3 or 5 (Soviet First Strike).

MISSION 4: PICTURE PERFECT: ESCORT A TARPS-EQUIPPED F-14 ON A RECONNAISSANCE MISSION OVER THE SOVIET FLEET

Briefing: Great job! The success of our first strike will make it much easier to sink the Russian carriers in the future. Before more raids can be planned, however, photographic intelligence must be supplied to naval targeters. A very dangerous TARPS mission has been planned. Your mission is to escort the TARPS-equipped F-14 while it films the Russian carrier fleet, and to ensure its safe return.

- **Victory** Prevent the TARPS-equipped F-14 from being shot down by enemy fighters
- **Time** Random
- **Weather** Random
- **Ceiling** 15,000
- **Friendly Forces** One CV (*America*), two CGs, two DDGs, one FFG, eleven F-14s (Fleet CAP 1, 2, 3, 4; Ready 5, TARPS), one E-2C (AWACS), two S-3s, one SH-2 (SAR Helo)

- **Enemy Forces** Two CVs (*Kuznet, Varyag*), two CGs, four DDGs, five FFGs; six MiG-29s, four Su-27s, two Tu-16Ds, one Tu-95D, two Ka-27s (Helo)
- **Situation** You and your wingman launch and escort the TARPS F-14 over the Soviet carrier fleet. Two F-14s accompany you on this mission. Two additional F-14s join you to guard your back. Three MiG-29s are positioned to the east, very close to two F-14s flying CAP in that same area. Behind those MiGs, three more MiG-29s appear. East of the Soviet fleet, four Su-27s fly CAP. They come after the TARPS F-14 as soon as it launches.

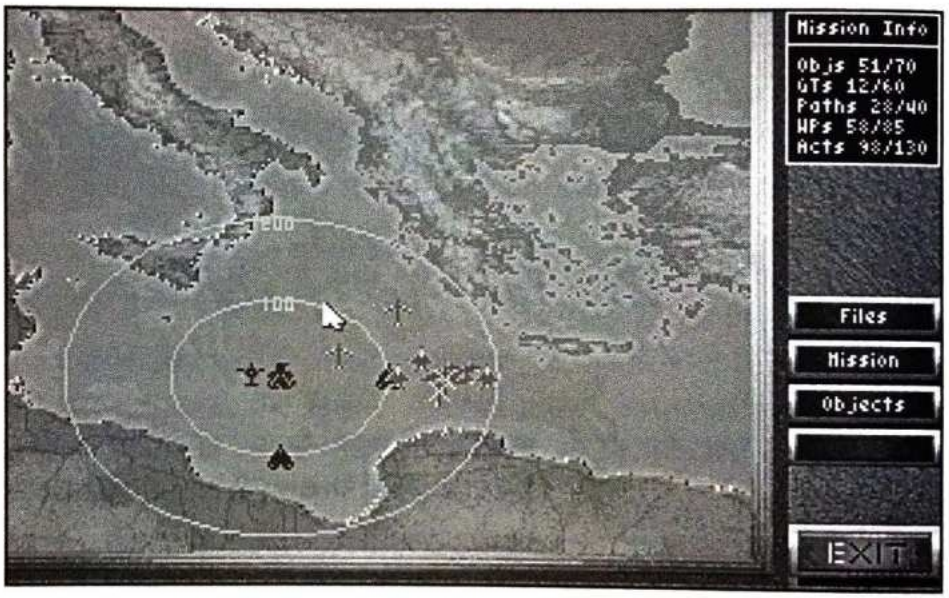


Figure 7-6
Picture Perfect, Carrier Duel Missions 4 and 6

MISSION 6: PICTURE PERFECT: ESCORT A TARPS-EQUIPPED F-14 ON A RECONNAISSANCE MISSION OVER THE SOVIET FLEET

This mission is identical to Mission 4, except that the briefing text is different. Refer to Mission 4 for information about the victory conditions and situation. The deployment of forces is shown in Figure 7-6.

Briefing: Great job! The successful defense of our carrier group has stolen the initiative back from the Russian fleet. We can now begin offensive operations of our own. Before more raids can be planned, however, photographic intelligence must be sup-

plied to naval targeters. A very dangerous TARPS mission has been planned. Your mission is to escort the TARPS-equipped F-14 while it films the Russian carrier fleet, and to ensure its safe return.

Missions 7 and 9 (Peaceful Pretense): You fly Mission 7 if you lose Missions 3 or 5 (Soviet First Strike). You fly Mission 9 if you lose Missions 4 or 6 (Picture Perfect).

MISSION 7: PEACEFUL PRETENSE: DEFEND CARRIER TASK FORCE AGAINST AIR ATTACK

Briefing: We have suffered dreadful losses due to our inability to protect our ships from air attack. Damage control parties are working overtime trying to keep our ships from sinking. Your mission is to remain on CAP and keep the Russian aircraft away long enough for us to stabilize the situation. Be careful. Anything can happen.

- **Victory** Shoot down at least four incoming enemy bombers (MiG-29 or Su-27)
- **Time** Random
- **Weather** Random
- **Ceiling** 15,000
- **Friendly Forces** One CV (*America*), two CGs, two DDGs, one FFG, ten F-14s (Fleet CAP 1, 2, 3, 4; Ready 5), one E-2C (AWACS), two S-3s, one SH-2 (SAR Helo)
- **Enemy Forces** Two CVs (*Kuznet, Varyag*), two CGs, four DDGs, five FFGs, six MiG-29s, eight Su-27s, two Tu-142s, one Tu-95D
- **Situation** You and your wingman launch and attempt to intercept a flight of four MiG-29s approaching from the Soviet carrier group. They intend to bomb your carrier. Four Su-27s accompany the MiGs. Meanwhile, to the north near the boot heel of Italy, four more Su-27s come down for an attack. They are escorted by four Mirage F-1s. These Mirages head right for you and your wingman. If they survive, these aircraft from the north continue on to Tripoli. This mission gets its name from the fact that the northern group of aircraft were originally masked by a civilian DC-10 that is no longer part of the mission.

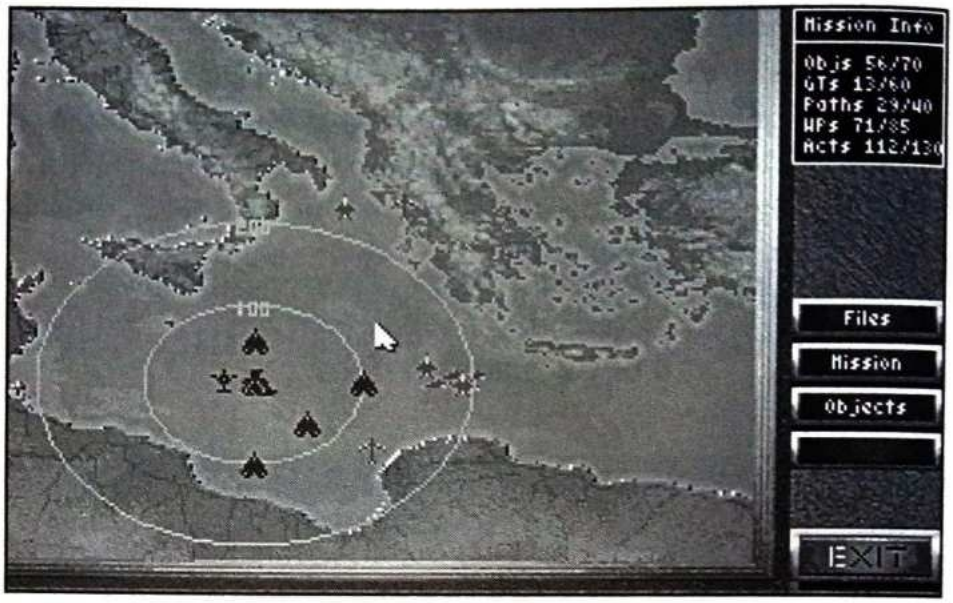


Figure 7-7
Peaceful Pretense, Carrier Duel Missions 7 and 9

MISSION 9: PEACEFUL PRETENSE: DEFEND CARRIER TASK FORCE AGAINST AIR ATTACK

This mission is identical to Mission 4, except that the briefing text is different and two additional MiG-29s attack from the Soviet carrier force. Refer to Mission 7 for information about the victory conditions and situation. The deployment of forces is shown in Figure 7-7.

Briefing: Unfortunately, after the loss of the TARPS-equipped F-14, the TARPS mission was a failure. Now it appears we must wait for targeting data to be provided by satellite. In the meantime, the battle initiative has definitely swung over to the Russian fleet. While we await another satellite pass, your mission is to remain on CAP and ward off the Russian aircraft long enough for us to stabilize the situation. Be careful. Anything can happen.

Missions 8 and 10 (BUFF): You fly Mission 8 if you win Missions 4 or 6 (Picture Perfect). You fly Mission 10 if you win Missions 7 or 9 (Peaceful Pretense).

MISSION 8: BUFF: ESCORT B-52GS ON A CRUISE MISSILE ATTACK AGAINST SOVIET CARRIERS

Briefing: Thanks to the fine intelligence obtained following the TARPS mission, a strategic strike on the Russian carriers using B-52Gs is underway. The B-52G, nicknamed BUFF (Big Ugly Fat Fellow), is a formidable offensive aircraft but requires a fighter escort to survive in the face of enemy interceptors. Three separate groups of B-52s cross over the toe of the Italian peninsula destined for their launch point. Your mission is to escort them while they launch their cruise missiles.

- **Victory** Protect the B-52s long enough for them to sink at least one Russian carrier; at least six must survive
- **Time** Random
- **Weather** Random
- **Ceiling** 15,000
- **Friendly Forces** One CV (*America*), two CGs, two DDGs, one FFG, ten F-14s (Fleet CAP 1, 2, 3, 4; Ready 5), one E-2C (AWACS), two S-3s, nine B-52Gs, one SH-60 (SAR Helo)
- **Enemy Forces** Two CVs (*Kuznet, Varyag*), two CGs, four DDGs, five FFGs, six MiG-29s, six Su-27s, two Tu-16Ls
- **Situation** You and your wingman are airborne. You fly over the toe of Italy, escorting three B-52Gs. Behind you are two more flights of three B-52s. One of these is also escorted closely by two F-14s. Two F-14s launch and assist you. The Soviets position two MiG-29s northwest of their carriers, directly in your path, and four more MiG-29s behind them. To the southwest of their carriers are two Su-27s. These may miss the upcoming air battle. Four Su-27s fly CAP over their carriers. These aircraft approach and attempt to intercept the three B-52s you are escorting.

MISSION 10: BUFF: ESCORT B-52GS ON A CRUISE MISSILE ATTACK AGAINST SOVIET CARRIERS

This mission is identical to Mission 8, except that the briefing text is different. Refer to Mission 8 for information about the victory conditions and situation. The deployment of forces is shown in Figure 7-8.

Figure 7-8
BUFF, Carrier Duel
Missions 8 and 10

Briefing: Fantastic job! Your contribution to the defense of the fleet will not go unnoticed. Now it's payback time. A strategic strike on the Russian carriers using B-52Gs is underway. The B-52G, nicknamed BUFF (Big Ugly Fat Fellow), is a formidable offensive aircraft but requires a fighter escort to survive in the face of enemy interceptors. Three groups of B-52s cross over the toe of the Italian peninsula destined for their launch point. Your mission is to escort them while they launch their cruise missiles.

Missions 11 and 13 (Charm City): You fly Mission 11 if you lose Missions 7 or 9 (Peaceful Pretense). You fly Mission 13 if you lose Missions 8 or 10 (BUFF).

MISSION 11: CHARM CITY: ATTACK SOVIET AIRCRAFT AND HELICOPTERS THAT ARE HUNTING A FRIENDLY SUBMARINE

Briefing: The failure to protect our fleet from air attack has cost us dearly. Many of our ships report significant damage. As a result, our submarines have received orders to engage the Russian carrier fleet. Now, the USS *Baltimore*, one of our Los Angeles-class attack boats, is discovered while sneaking up on the Russian carrier group. The *Baltimore* tries to "make like a hole

in the water" and silently escape, but enemy helicopters and fixed-wing Bears pick up the scent. Your mission is to drive off these patrol craft so that the sub can get away.

- **Victory** Shoot down at least four of the Russian ASW aircraft and/or helicopters (Tu-142, Tu-95, and Ka-27)
- **Time** Random
- **Weather** Random
- **Ceiling** 15,000
- **Friendly Forces** One CV (*America*), two CGs, two DDGs, one FFG, ten F-14s (Fleet CAP 1, 2, 3; Escort; Ready 5), one E-2C (AWACS), two S-3s, one SH-60 (SAR Helo)
- **Enemy Forces** Two CVs (*Kuznet, Varyag*), two CGs, four DDGs, five FFGs, fourteen MiG-29s, two Tu-142s, one Tu-95D, nine Ka-27s (Helo)
- **Situation** You and your wingman launch and attempt to drive off Soviet air ASW forces attempting to sink the submarine USS *Baltimore*. (This mission takes its name from a nickname of the city of Baltimore—Charm City.) An escort of two F-14s help you accomplish your mission. The Soviet ASW aircraft search to the west and southwest of their task force. Just north of the ASW aircraft, two MiG-29s fly CAP. Further to the north are eight more MiG-29s. As soon as you launch, four of these MiGs come after you and your wingman. To the northwest of the Soviet task force are four additional MiG-29s. These also come after you and your wingman as soon as you launch.

Figure 7-9
Charm City, Carrier Duel Missions 11 and 13

MISSION 13: CHARM CITY: ATTACK SOVIET AIRCRAFT AND HELICOPTERS THAT ARE HUNTING A FRIENDLY SUBMARINE

This mission is identical to Mission 11, except that the briefing text is different. Refer to Mission 11 for information about the victory conditions and situation. The deployment of forces is shown in Figure 7-9.

Briefing: The failure of our strategic strike to sink a Russian carrier has required us to call in our submarines. Now, the USS *Baltimore*, one of our Los Angeles-class attack boats, is discovered while sneaking up on the Russian carrier group. The *Baltimore* tries to "make like a hole in the water" and silently escape, but enemy helicopters and fixed wing BEARS pick up the scent. Your mission is to drive off these patrol craft so that the sub can get away.

Missions 12 and 14 (Foxbat!): You fly Mission 12 if you win Missions 8 or 10 (BUFF). You fly Mission 14 if you win Missions 11 or 13 (Charm City).

MISSION 12: FOXBAT!: INTERCEPT FAST SOVIET RECONNAISSANCE AIRCRAFT

Briefing: Great mission! Those BUFF really let 'em have it. Now that the odds are a bit more even, the Russians stage reconnaissance missions out of Libya. Using high-flying MiG-25 Foxbats, the Russians get a good look at our fleet disposition. Your mission is to intercept one of these MiG-25s to discourage their future use. Be advised. These aircraft fly very high and very fast. They are extremely difficult to catch.

- **Victory** Shoot down at least one of the MiG-25 Foxbats and return to the carrier
- **Time** Random
- **Weather** Random
- **Ceiling** 15,000
- **Friendly Forces** One CV (*America*), two CGs, two DDGs, one FFG, ten F-14s (Fleet CAP 1, 2, 3, 4; Ready 5), one E-2C (AWACS), two S-3s, one SH-60 (SAR Helo)

- **Enemy Forces** Two CVs (*Kuznet, Varyag*), two CGs, four DDGs, five FFGs, four MiG-29s, eight Su-25s, two Su-27s, four Su-22s, three MiG-25s, two Tu-142s, one Tu-95D
- **Situation** You and your wingman launch and attempt to intercept a MiG-25 approaching the carrier from Tripoli. Your target aircraft has an escort of two additional MiG-25s. At the same time, eight Su-25s from the Soviet carrier group attempt to attack your carrier. You may have to rush back to the defense of the carrier if these aircraft get past your eastern CAP. As soon as you launch, two groups of Soviet fighters come after you: two Su-27s positioned south of your carrier and four Su-22s positioned west of your carrier. Near both of these groups of enemy fighters are friendly CAPs of F-14s who may engage them and keep them off your back.

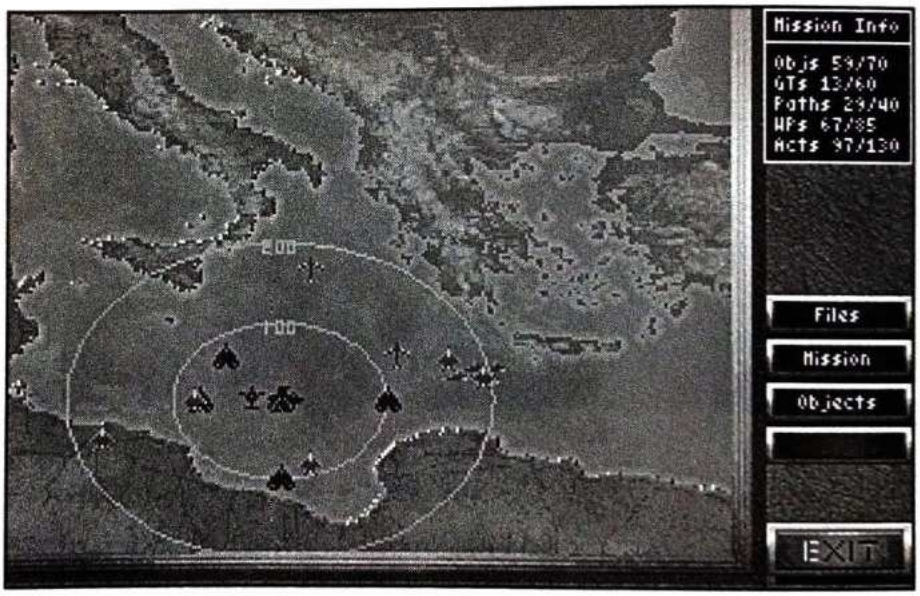


Figure 7-10
Foxbat!, Carrier Duel Missions 12 and 14

MISSION 14: FOXBAT!: INTERCEPT FAST SOVIET RECONNAISSANCE AIRCRAFT

This mission is identical to Mission 12, except that the briefing text is different. Refer to Mission 12 for information about the victory conditions and situation. The deployment of forces is shown in Figure 7-11.

Briefing: Great mission. The *Baltimore* wanted us to pass on a "thank you." Downing those ASW aircraft allowed the *Baltimore* to escape with only minor damage. It is now limping back to the Italian port of Gaeta. Fearing that we are about close in on their fleet, the Russians have begun using high-flying MiG-25 Foxbats to locate our carriers. Staged out of Libya, the MiGs are getting a good look at our fleet disposition. Your mission is to intercept one of these MiG-25s to discourage their use in the future. Be advised. These aircraft fly very high and very fast. They are extremely difficult to catch.

Missions 15 and 17 (Out of the Blue): You fly Mission 15 if you lose Missions 11 or 13 (Charm City). You fly Mission 17 if you lose Missions 12 or 14 (Foxbat!).

MISSION 15: OUT OF THE BLUE: INTERCEPT BOMBERS COMING TO ATTACK THE CARRIER GROUP

Briefing: The failure to drive off the Russian ASW aircraft has caused us to lose one of our more capable submarines. The enemy helicopters were able to bracket the *Baltimore* with sonar-buoys, then destroy it with acoustic torpedoes. The Russians have also been given an ample opportunity to pinpoint our location. National Security Agency operatives listening in on Russian radio traffic indicate that a major air strike may be on the way. It appears that a large group of Backfire bombers has left the Crimea and now heads toward the Mediterranean. Like a bolt out of the blue, these bombers could appear on our radar screens at any moment. Your mission is to assume your routine CAP station and await their arrival.

- **Victory** Shoot down at least four of the incoming Tu-22 Backfires
- **Time** Random
- **Weather** Random
- **Ceiling** 15,000
- **Friendly Forces** One CV (*America*), two CGs, two DDGs, one FFG, eight F-14s (Fleet CAP 1, 2, 3; Ready 5), one E-2C (AWACS), one SH-60 (SAR Helo)

- **Enemy Forces** Two CVs (*Kuznet, Varyag*), two CGs, four DDGs, four FFGs, six MiG-29s, six Su-27s, six Tu-22s
- **Situation** You and your wingman are airborne and on CAP northwest of your carrier. Due east of you, six Tu-22s move toward your carrier to attack it with cruise missiles. At the same time, six Su-27s also come from the Soviet carrier group to attack your carrier. After shooting down or driving off the Badgers, you may have to help fight off the Su-27s. You may also engage three Soviet MiG-29s staged to the west of their carrier.

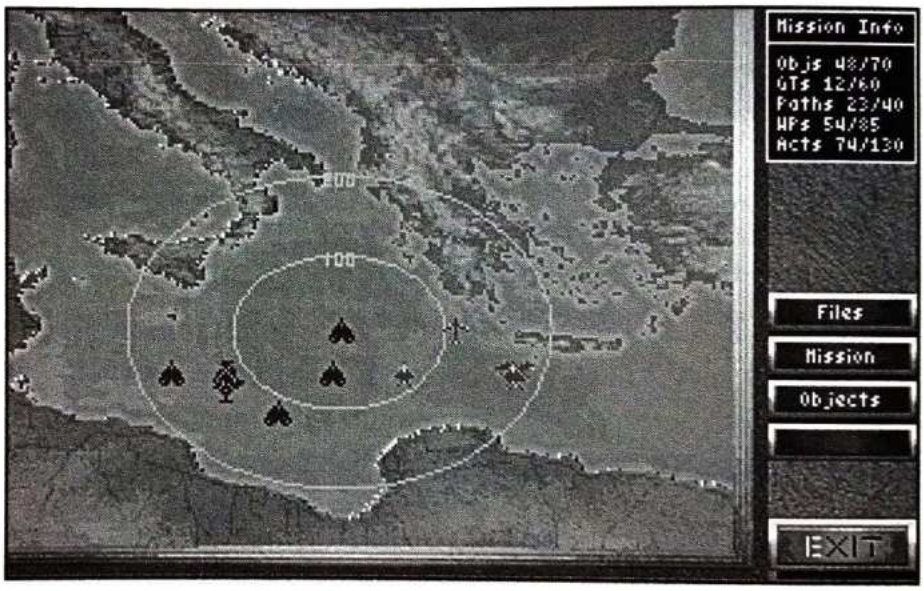


Figure 7-11
Out of the Blue, Carrier Duel Missions 15 and 17

MISSION 17: OUT OF THE BLUE: ESCORT A CRIPPLED F-14 TOMCAT BACK TO THE CARRIER

This mission is identical to Mission 15 except that the briefing text is different. Refer to Mission 15 for information about the victory conditions and situation. The deployment of forces is shown in Figure 7-11.

Briefing: The failure to down the Foxbat has given the Russians an ample opportunity to pinpoint our location. National Security Agency operatives listening in on Russian radio traffic indicate that a major air strike may be on the way. It appears that a large

group of Backfire bombers has left the Crimea and now heads toward the Mediterranean. Like a bolt out of the blue, these bombers could appear on our radar screens at any moment. Your mission is to assume your routine CAP station and await their arrival.

Missions 16 and 18 (Trading Punches): You fly Mission 16 if you win Missions 12 or 14 (Foxbat!). You fly Mission 18 if you win Missions 15 or 17 (Out of the Blue).

MISSION 16: TRADING PUNCHES: ESCORT AIR STRIKE AGAINST SOVIET CARRIER GROUP

Briefing: You did a great job shooting down that Foxbat! As often happens in a carrier-versus-carrier battle, both sides launch air strikes simultaneously. As the two strike groups pass each other en route to their targets, escorting F-14s aviators face an interesting tactical dilemma. Should they abandon their strike group in favor of attacking the enemy formation as it goes by, or should they remain with their charges and wonder whether they will have a carrier to return home to? You're the flight leader. You decide!

- **Victory** Escort a strike group of F/A-18s and prevent more than three of them from being shot down by enemy aircraft until they can unload on the enemy carrier
- **Time** Random
- **Weather** Random
- **Ceiling** 15,000
- **Friendly Forces** One CV (Nimitz), two CGs, two DDGs, one FFG, eight F-14s (Fleet CAP 1, 2, 3; Ready 5), four F/A-18s, two S-3s, one E-2C (AWACS), one SH-60 (SAR Helo)
- **Enemy Forces** Two CVs (*Kuznet, Varyag*), two CGs, four DDGs, four FFGs, ten MiG-29s, four Su-27s, three Ka-27s (Helo)
- **Situation** You and your wingman launch and escort four F/A-18 Hornets on an air attack against the Soviet carrier group. There are three MiG-29s to the west of the Soviet ships and three more MiG-29s to the

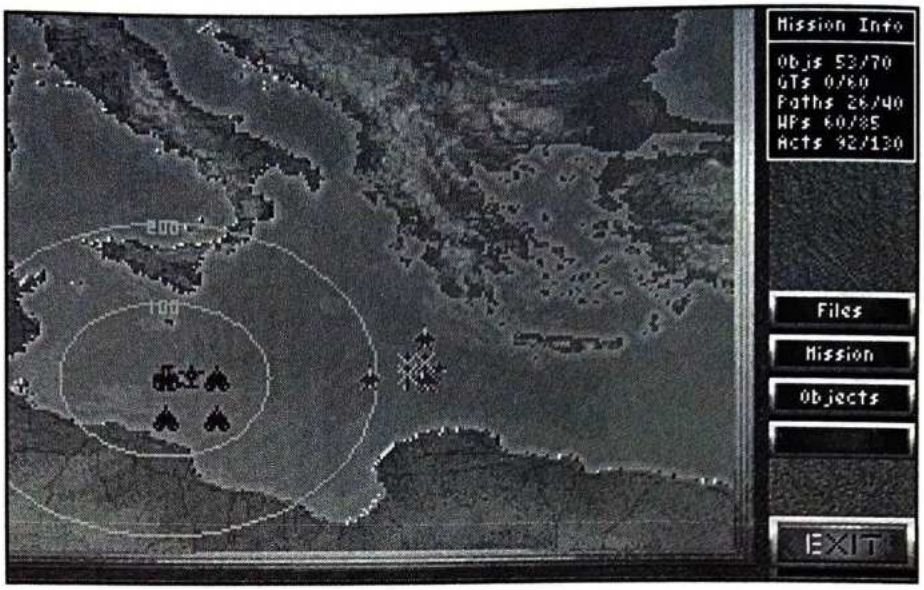


Figure 7-12
Trading Punches, Carrier Duel Missions 16 and 18

north of them. On the way to the Soviet ships, you may pass a group of their aircraft making an attack against your carrier. Your best chance of winning the mission is to press on with the F/A-18s and let the friendly CAP deal with the enemy attack.

MISSION 18: TRADING PUNCHES: ESCORT AIR STRIKE AGAINST SOVIET CARRIER GROUP

This mission is identical to Mission 16 except that the briefing text is different. Refer to Mission 16 for information about the victory conditions and situation. The deployment of forces is shown in Figure 7-12.

Briefing: You did a great job fending off that bomber attack. Your participation on that mission will be noted in your personnel records. As often happens in a carrier-versus-carrier battle, both sides launch air strikes simultaneously. As the two strike groups pass each other en route to their targets, escorting F-14 aviators face an interesting tactical dilemma. Should they abandon their strike group in favor of attacking the enemy formation as it goes by, or should they remain with their charges and wonder whether they will have a carrier to return home to? You're the flight leader. You decide!

Missions 19 and 21 (Feeding Frenzy): You fly Mission 19 if you lose Missions 15 or 17 (Out of the Blue). You fly Mission 21 if you lose Missions 16 or 18 (Trading Punches).

MISSION 19: FEEDING FRENZY: FLY CAP OVER DAMAGED CRUISER

Briefing: Unfortunately, our carrier group suffered some damage during that last engagement. One of our Aegis-class cruisers was crippled by an ASM, and now other Russian aircraft circle the ship like sharks moving in on helpless prey. The carrier group has been forced to withdraw to the west and can no longer protect the cruiser. Your mission is to defend this ship and to drive off the scavengers.

- **Victory** Prevent the cruiser from being sunk; you must stay on station at least until you reach "Bingo Fuel" or are relieved by other F-14s
- **Time** Random
- **Weather** Random
- **Ceiling** 15,000
- **Friendly Forces** One CV *(Nimitz)*, two CGs, two DDGs, one FFG, ten F-14s (Fleet CAP 1, 2, 3, 4; Ready 5), two S-3s, one E-2C (AWACS), one SH-60 (SAR Helo)
- **Enemy Forces** Two CVs (*Kuznet, Varyag*), two CGs, four DDGs, four FFGs, eight MiG-29s, eight Su-25s
- **Situation** You and your wingman are airborne and flying CAP with two additional F-14s over a damaged cruiser. Two more F-14s fly close by and may be able to help. The Soviets launch twelve aircraft against the cruiser in an attempt to finish her off: two Su-25s and two MiG-29s from the west, two Su-25s and two MiG-29s from the north, and four Su-25s from the south. The nearest attackers are two Su-25s, approaching from the north-northwest.

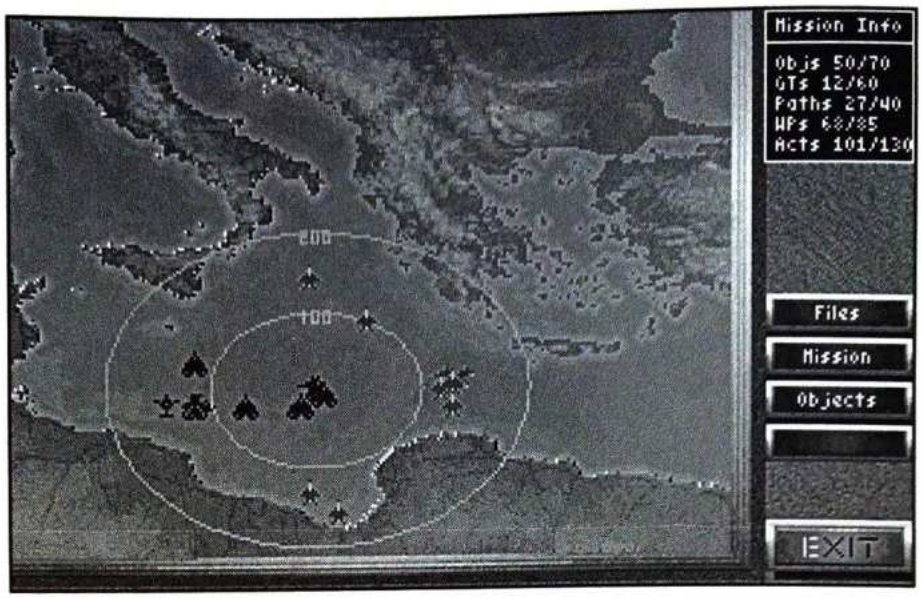


Figure 7-13
Feeding Frenzy, Carrier Duel Missions 19 and 21

MISSION 21: FEEDING FRENZY: FLY CAP OVER DAMAGED CRUISER

This mission is identical to Mission 19 except that the briefing text is different. Refer to Mission 19 for information about the victory conditions and situation. The deployment of forces is shown in Figure 7-13.

Briefing: Unfortunately, our carrier group suffered some damage during that last engagement. One of our Aegis-class cruisers was crippled by an ASM, and now other Russian aircraft circle the ship like sharks moving in on helpless prey. The carrier group has been forced to withdraw to the west and can no longer protect the cruiser. Your mission is to defend this ship and to drive off the scavengers.

Missions 20, 22, and 24 (Parthian Shot): You fly Mission 20 if you win Missions 16 or 18 (Trading Punches). You fly Mission 22 if you win Missions 19 or 21 (Feeding Frenzy). You fly Mission 24 if you win Mission 23 (Suicide Sortie).

MISSION 20: PARTHIAN SHOT: ENGAGE CAP OVER ENEMY TASK FORCE TO ALLOW A FRIENDLY AIR ATTACK

Briefing: Congratulations. The success of your last mission has allowed us to mount one final attack before we must withdraw for replenishment. A massive strike is planned that will expend most of our remaining ordnance. Your mission is to establish air superiority over the Russian fleet so that the strike can be executed without interference. If successful, this strike will allow us to end the campaign and retire.

- **Victory** Protect the strike aircraft so that all remaining Russian carriers are sunk to win this mission and the campaign
- **Time** Random
- **Weather** Random
- **Ceiling** 15,000
- **Friendly Forces** One CV *(Nimitz)*, two CGs, two DDGs, one FFG, eight F-14s (Fleet CAP 1, 2, 3; Ready 5), 12 A-6Es, eight F/A-18s, one E-2C (AWACS), one SH-60 (SAR Helo)
- **Enemy Forces** Two CVs (*Kuznet, Varyag*), two CGs, four DDGs, five FFGs, nine MiG-29s, six Su-27s
- **Situation** You and your wingman launch and lead an air strike against the Soviet carrier group. The strike consists of 12 A-6Es and eight F/A-18s. Each group of four A-6Es is escorted by two F-14s. The F/A-18s have no escort. You do not have specific escort duty. You can attempt to engage as many fighters as possible or protect the F/A-18s that have no escort. The Soviets have 15 fighters on CAP that attempt to intercept the incoming bombers: three MiG-29s go after the first group of four A-6Es; three MiG-29s go after the second group of four A-6Es; three Su-27s go after the third group of four A-6Es; three MiG-29s go after the first group of four F/A-18s; and three Su-27s go after the second group of four F/A-18s.

Mission 23 (Suicide Sortie): You fly Mission 23 if you lose Missions 19 or 21 (Feeding Frenzy).

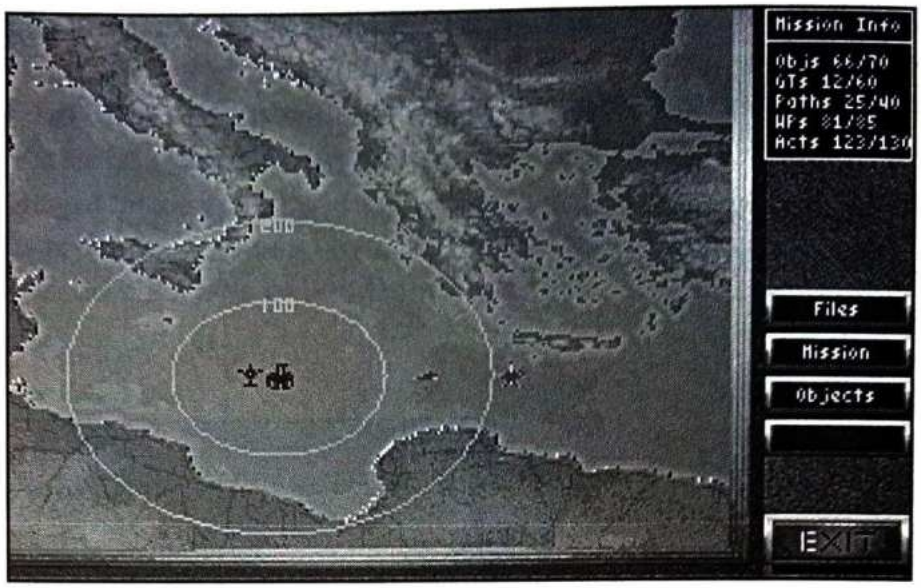


Figure 7-14
Parthian Shot, Carrier Duel Missions 20, 22, and 24

MISSION 23: SUICIDE SORTIE: FIGHT FOR AIR SUPERIORITY OVER LIBYAN MISSILE BOATS TO ALLOW AN AIR STRIKE

Briefing: The Russians have asked for and received help from Libya in driving our carrier group out of the Med. Now our ships are caught between the Russian fleet and the Libyan patrol craft. Qaddifi has been convinced that he stands to gain much foreign aid from Russia if he makes a show of force against us. Therefore, he dispatches almost the entire Libyan navy to attack. If we can deny his ships air support, this may turn into a suicide sortie for the Libyan forces.Your mission is to gain control of the air over the Libyan flotilla.

- **Victory** Escort the strike aircraft and sink at least four Libyan ships (PTM or FFG)
- **Time** Random
- **Weather** Random
- **Ceiling** 15,000
- **Friendly Forces** One CV *(Nimitz)*, two CGs, two DDGs, one FFG, four F-14s (Fleet CAP 1; Ready 5), twelve A-6Es, twelve F/A-18s, one E-2C (AWACS), one SH-60 (SAR Helo)
- **Enemy Forces** Two CVs (*Kuznet, Varyag*), two CGs, four DDGs, five FFGs, six PTMs, one MiG-29, four Su-22s, two MiG-23s

- **Situation** You and your wingman launch and escort a large air strike against Libyan patrol boats approaching from the southwest. There is a Soviet frigate with the patrol boats. Two MiG-23s fly CAP over the lead trio of OSA-class patrol boats, and two Su-22s fly CAP over the trailing trio of OSA class boats. The Soviet frigate brings up the rear with a CAP of two Su-22s. If you can clear off these aircraft, the 12 A-6Es and 12 F/A-18s have a free hand to attack the boats.

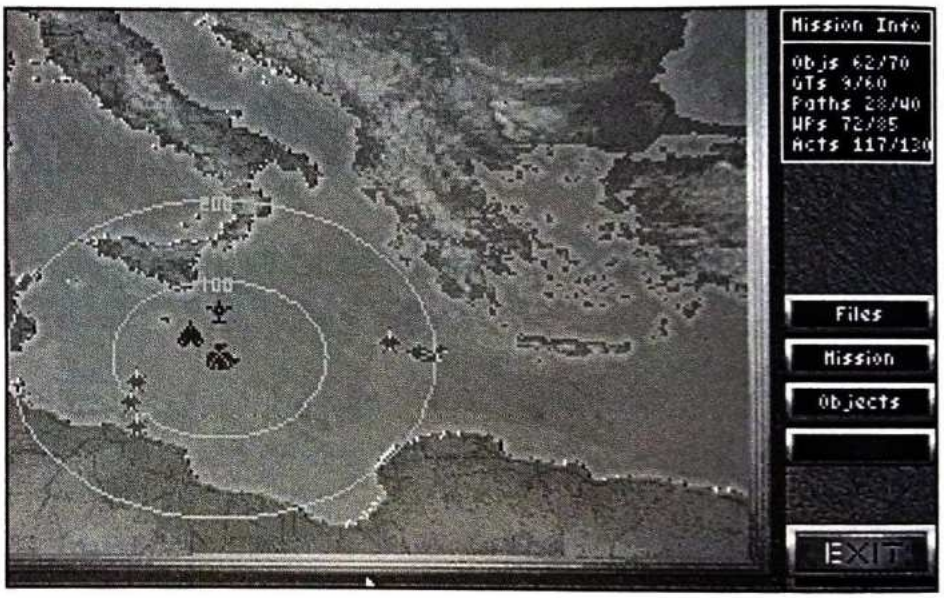


Figure 7-15
Suicide Sortie,
Carrier Duel Mission 23

Mission 25 (Armageddon): You fly Mission 25 if you lose Mission 23 (Suicide Sortie).

MISSION 25: ARMAGEDDON: INTERCEPT INCOMING AIRCRAFT AND PREVENT CRUISE MISSILE ATTACK ON CARRIER

Briefing: Both the Russian and American carrier groups have suffered heavy casualties. As a result, they withdraw to their respective corners. A number of American ships rush to the Med to reinforce their carrier group. The Russian admiral knows that if he can sink the American carrier before these reinforcements arrive, he may yet turn the situation in his favor. He commands land-based bombers to finish off our carrier group once and

for all. There is speculation that the Russians have obtained permission from Moscow to use nuclear weapons. A squadron of U.S. F-16s staged out of Sigonella, Italy, assist our dwindling force of Tomcats.

- **Victory** Prevent your carrier from being sunk; you must remain on station at least until you reach "Bingo Fuel" and are forced to return home
- **Time** Random
- **Weather** Random
- **Ceiling** 15,000
- **Friendly Forces** One CV *(Nimitz)*, two CGs, two DDGs, one FFG, ten F-14s (Fleet CAP 1, 2, 3, 4; Ready 5), two F-16s, one E-2C (AWACS), one SH-60 (SAR Helo)
- **Enemy Forces** Two CVs (*Kuznet, Varyag*), two CGs, four DDGs, four FFGs, two MiG-29s, four Su-27s, eight Tu-22s, one Tu-16L, one Tu-95D, ten AS-6s
- **Situation** You and your wingman launch and intercept cruise missiles coming in from the west. Four Su-27s also approach from the west with an escort of two MiG-29s. Unless stopped, these aircraft attack the carrier. Two F-14s flying CAP near these aircraft may be able to engage them. Eight Tu-22s approach from the northwest. These aircraft should be intercepted before they get close enough to launch more cruise missiles.

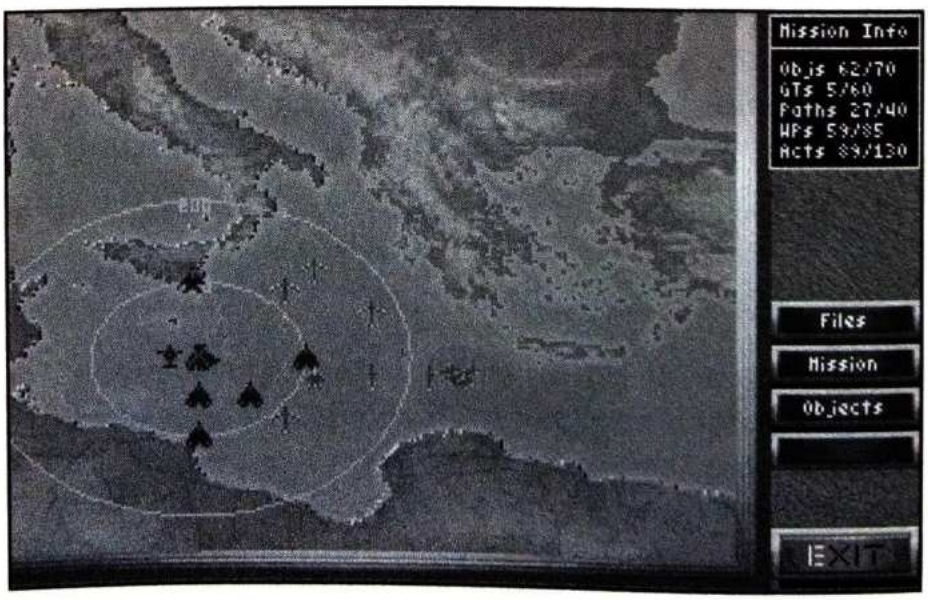
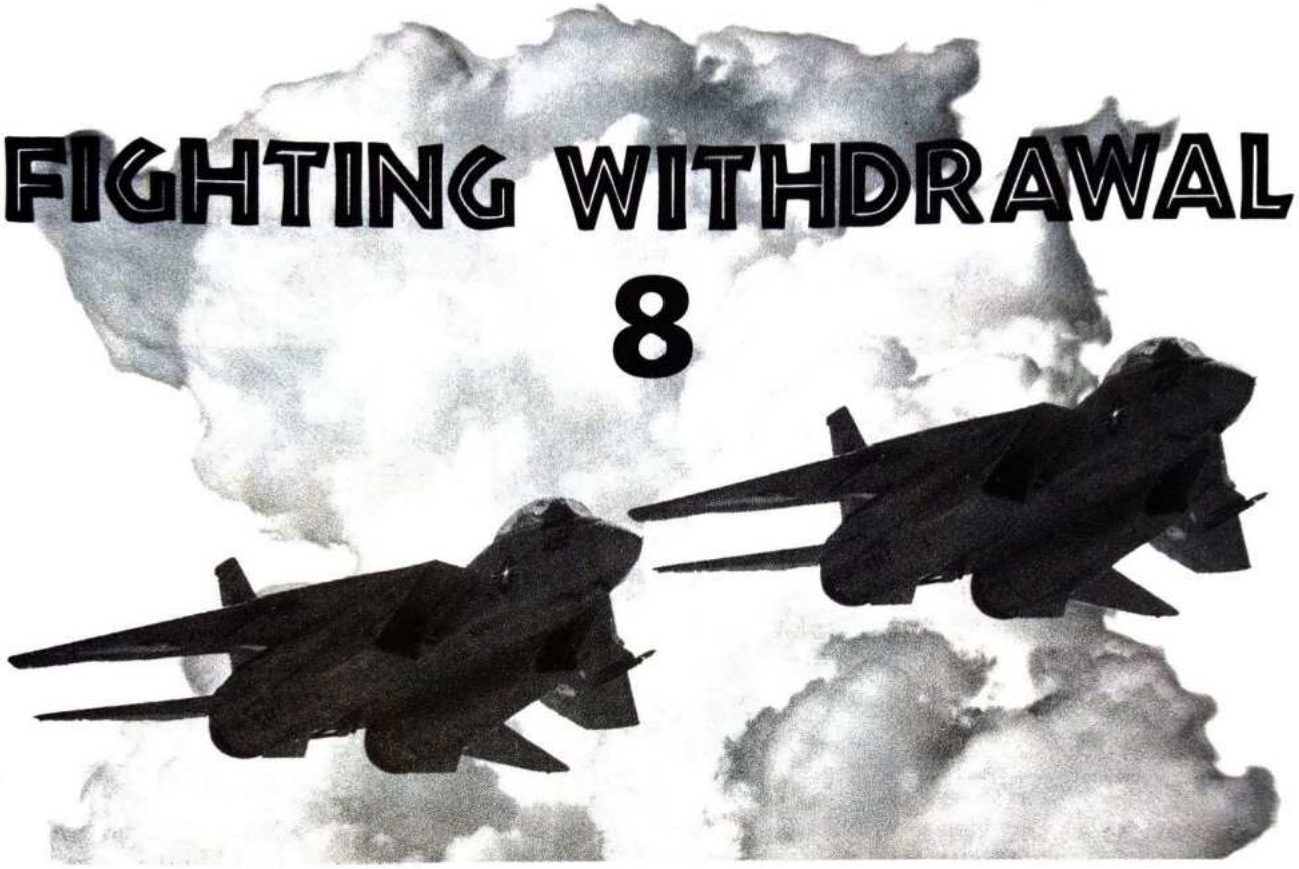


Figure 7-16
Armageddon, Carrier Duel Mission 25

FIGHTING WITHDRAWAL

8



At the start of the Fighting Withdrawal Campaign, your carrier battle group is staged in an exposed position off the coast of Norway. Soviet forces begin an air/sea/land invasion of Norway and attempt to capture forward airfields at which they can base their own aircraft.

The Soviets hope to sink or badly cripple your carrier while it is exposed. If they succeed, the advance against Norway goes smoothly, and any chance of a counterattack is minimized without the air support the carrier would have provided.

SITUATION AND MISSIONS

Figure 8-1 shows the general situation in this theater. Note that none of the Norwegian airfields have yet been captured by the Soviets. This changes as the missions are carried out. Now, four Norwegian F-16s fly CAP over the coast of Norway, but they are only useful if Soviet aircraft stray close to them. The Soviet Tu-142 ASW patrol aircraft flies south off the coast of Norway and

back again. During many of the missions, a Soviet AWACS aircraft moves along the right side of the map, but not close enough to attack. It often stays on the other side of neutral territory. Note the relative placement of air patrols from the neutral nations of Finland and Sweden.

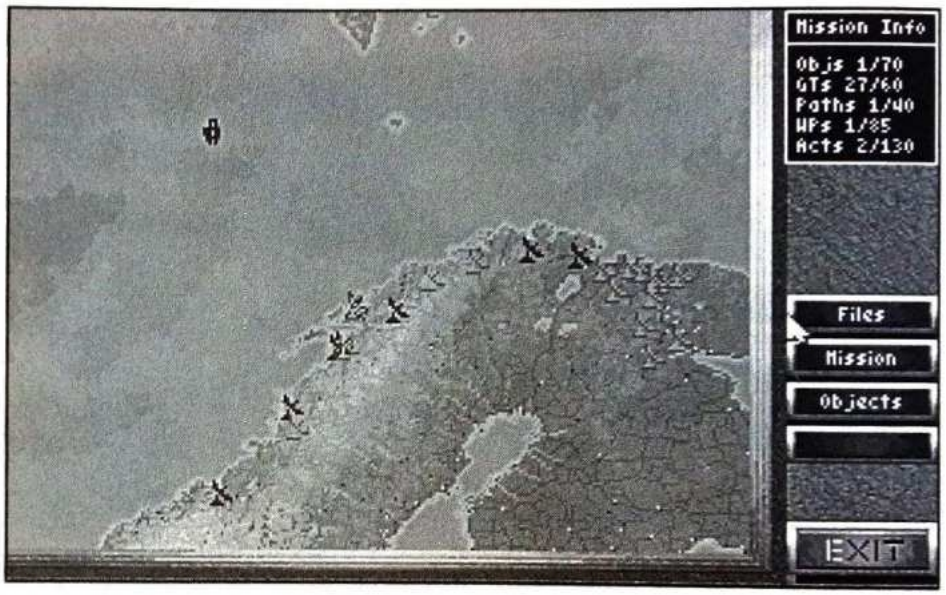


Figure 8-1
Situation at the start of the Fighting Withdrawal Campaign

The Fighting Withdrawal Mission Tree is shown in Figure 8-2. An explanation for how to read this tree is found at the start of Chapter 5. The individual missions of this campaign are described in the remainder of this chapter. For each mission, there is an accompanying situation map showing the starting location of the forces on each side. Remember, the Fighting Withdrawal Campaign occurs in the North Cape theater.

The main concerns of the missions of the Fighting Withdrawal Campaign are to preserve the carrier and to control the air over the Norwegian Sea. If you succeed in the first several missions, opportunities to fight the enemy present themselves later in the campaign.

TIP

At the start of several missions in this campaign, there is one chance in ten that a neutral or enemy fire-breathing dragon appears in the area. In some of these missions, there is one chance in a hundred that one dragon of each type appears. The place where the dragons appear is

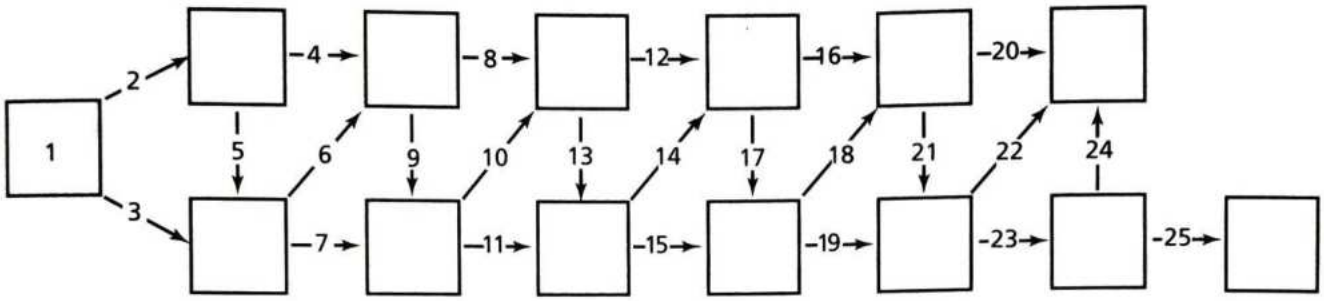


Figure 8-2 Fighting Withdrawal Mission Tree

Mission #	Name	Mission #	Name
1	Surprise Attack	12 and 14	Counter Punch
2	Testing the Waters	15 and 17	Yak Attack
3 and 5	An Eye for and Eye	16 and 18	Rescue at Sea
4 and 6	Going Bear Hunting	19 and 21	Defend the Hawkeye
7 and 9	Investigate Bogeys	20, 22, and 24	Strategic Strike
8 and 10	High Altitude Recon	23	Intercept the Bombers
11 and 13	Amphibious Assault	25	Vampire. . .Vampire!

shown in the situation map for each mission. Dragons are relatively slow flyers and can be destroyed with missiles or guns. They launch fireballs that behave like heat-seeking missiles. To see if a dragon has appeared, press the F10 *key repeatedly to cycle through all aircraft in the sky. If a dragon is present, you will see it.*

MISSION 1: SURPRISE ATTACK: DEFEND CARRIER TASK FORCE AGAINST SURPRISE ATTACK

Briefing: Our carrier battle group (CVBG) has been surprised by the sudden outbreak of war. NATO ground troops in Central Europe fall back under heavy Soviet pressure. The same is true at sea. Everywhere, our ships are forced to retreat out of harm's way. High over the North Cape, numerous Short Horn search radar emitters suddenly illuminate our ships. This can only mean one thing: A flight of Tu-16 Badgers is preparing to launch a salvo of AS-5 Kelt antiship missiles. You are ordered to intercept these bombers before they can make their attack.

- **Victory** Shoot down a combined total of four or more incoming Tu-16 Badger bombers
- **Time** 07:00
- **Weather** High Clouds
- **Ceiling** 45,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs; six F-14s (Fleet CAP 1, 2; Ready 5), one E-2 (AWACS), SH-2 (SAR Helo)
- **Enemy Forces** One CVH (*Kiev*), one BCG (*Kirov*), two CGs, two DDGs, two Tu-95Ds, seven Tu-16s, four MiG-29s, two MiG-31s, Ka-25 (Helo)
- **Situation** You and your wingman launch and fly to intercept the incoming Badgers. Four MiG-29s leading the bombers may need to be shot down first. Two F-14s fly CAP in front of you already, and the Ready 5 can be called on for help as well. The single Tu-16 in the middle of the incoming bombers carries radar jamming equipment. There is a one-in-ten chance an enemy dragon will appear on the north map edge.

Figure 8-3
Surprise Attack, Fighting Withdrawal Mission 1

Mission 2 (Testing the Waters): You fly Mission 2 if you win Mission 1 (Surprise Attack).

MISSION 2: TESTING THE WATERS: HUNTING INTELLIGENCE-GATHERING AIRCRAFT

Briefing: Outstanding mission! Your success at stopping the surprise attack has cost the Soviets their best chance at destroying our carrier. Now, having been alerted to the danger, we are in a much better position to defend against such attacks in the future. The Soviets have also lost valuable time, time they can't afford to lose if they are to remain on schedule. Tu-16L Badger ELINT aircraft patrol at the outer edges of our radar coverage. They try to locate our carrier by detecting our transmissions. These electronic snoopers must be intercepted before they pinpoint our carrier.

- **Victory** Shoot down at least three Tu-16L Badgers
- **Time** 07:30
- **Weather** High Clouds
- **Ceiling** 35,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, six F-14s (Fleet CAP 1, 2; Ready 5), one E-2 (AWACS), one SH-2 (SAR Helo)
- **Enemy Forces** One CVH (*Kiev*), one BCG (*Kirov*), two CGs, two DDGs, two Tu-95Ds, five Tu-16s, two MiG-29s, two MiG-23s, two Su-27s, one Ka-25 (Helo)
- **Situation** Five Tu-16 intelligence-gathering aircraft approach from the east with a screen of six fighters in front: two MiG-29s to the north, two MiG-23s in the center, and two Su-27s to the south. You are already airborne, at approximately one-third of the distance between the *Nimitz* and the oncoming Tu-16s.

Missions 3 and 5 (An Eye for an Eye): You fly Mission 3 if you lose Mission 1 (Surprise Attack). You fly Mission 5 if you lose Mission 2 (Testing the Waters).

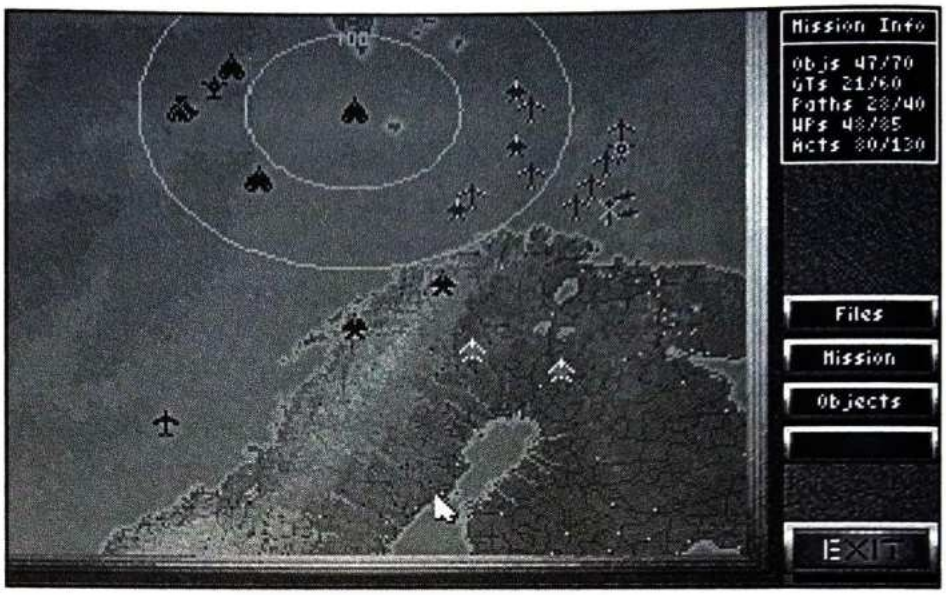


Figure 8-4
Testing the Waters, Fighting Withdrawal Mission 2

MISSION 3: AN EYE FOR AN EYE: HUNTING A SOVIET AWACS AIRCRAFT

Briefing: You failed to adequately defend our battle group against the surprise attack. Reportedly, the raid caused considerable damage to our forces. We have since learned from our intelligence sources that a Tu-126 Moss AWACS flying high over the Arctic acts as a tactical coordinator for these missions. Because of the danger posed by a follow-up strike, you must eliminate the Tu-126 Moss—their eye-in-the-sky. You receive orders to intercept and destroy it. You can expect the Soviets to post a heavy fighter escort nearby to guard it.

- **Victory** Shoot down the Tu-126 Moss
- **Time** 09:30
- **Weather** Overcast
- **Ceiling** 35,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, six F-14s (Fleet CAP 1, 2; Ready 5), one E-2 (AWACS), one SH-2 (SAR Helo)
- **Enemy Forces** One CVH (*Kiev*), one BCG (*Kirov*), two CGs, two DDGs, one Tu-126, two Tu-95Ds, one Tu-16, two MiG-29s, two MiG-23s, two Su-27s, four Yak-38s, Be-12, one Ka-25 (Helo)
- **Situation** You and your wingman are airborne and about one-third of the distance between the *Nimitz* and the enemy Tu-126 AWACS air-

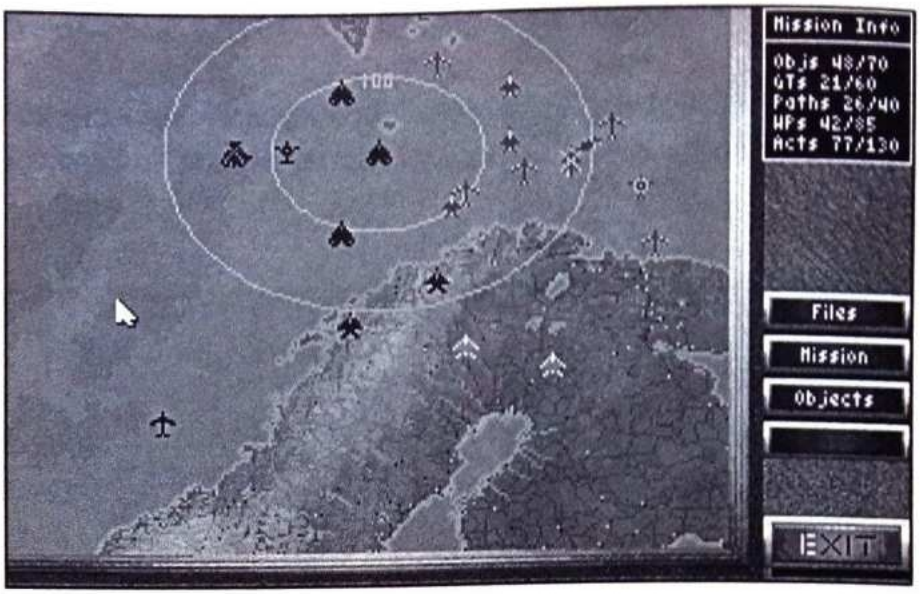


Figure 8-5
An Eye for an Eye, Fighting Withdrawal Missions 3 and 5

craft. Six fighters form a screen between you and the Tu-126. This screen consists of two MiG-29s to the north, two MiG-23s in the center, and two Su-27s to the south. In addition, the *Kiev* battle group and its CAP of four Yak-38s also stand between you and the Tu-126.

MISSION 5: AN EYE FOR AN EYE: HUNTING A SOVIET AWACS AIRCRAFT

This mission is nearly identical to Mission 3 except that the weather conditions and briefing text are different. The situation is the same, and the deployment of forces is shown in Figure 8-5. Two MiG-31s now fly CAP far to the south of the Soviet Tu-126, but they should not affect the mission. There is a possibility of either an enemy or neutral dragon appearing—or both—on the west edge of the map. If either appears, the enemy dragon heads south and the neutral one north.

Briefing: The unfortunate failure to eliminate the Badger ELINT aircraft has made our carrier battle group vulnerable to a devastating attack. The Soviets can now detect our position through our radar emissions. It won't be long before our carrier group comes under attack. The Soviets station a Tu-126 Moss AWACS

aircraft high over the Arctic. This aircraft will act as a tactical coordinator for these future air attacks. Because of the danger posed by such a strike, the Soviet AWACS aircraft must be eliminated. You are ordered to intercept and destroy the Tu-126 Moss.

- **Time** 19:30
- **Weather** High Sky
- **Ceiling** 65,000

Missions 4 and 6 (Going Bear Hunting): You fly Mission 4 if you win Mission 2 (Testing the Waters). You fly Mission 6 if you win Missions 3 or 5 (An Eye for an Eye).

MISSION 4: GOING BEAR HUNTING: HUNTING TU-95 BEAR RECONNAISSANCE AIRCRAFT

Briefing: Great job! Your elimination of the Tu-16 Badger ELINT aircraft has blinded Soviet naval intelligence for the moment. In order to maintain the pressure on our forces, however, the Soviets now pull out their Tu-95D Bear reconnaissance aircraft. These four-engine, prop-driven aircraft have tremendous range and can stay aloft for many hours. Their distinctive Big Bulge radar signatures are a dead give away. Your radar detects many of these signatures. The Tu-95D Bears try to find our battle group and to relay the data to attack aircraft. They must be stopped.

- **Victory** Shoot down a combined total of at least four Tu-95D Bears
- **Time** 15:30
- **Weather** High Clouds
- **Ceiling** 55,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, six F-14s (Fleet CAP 1, 2; Ready 5), one E-2 (AWACS), one SH-2 (SAR Helo)
- **Enemy Forces** One CVH (*Kiev*), one BCG (*Kirov*), two CGs, two DDGs, eight Tu-95Ds, one Tu-16, six MiG-29s, three MiG-31s, four Yak-38s, one Be-12, one Ka-27 (Helo)

✪ **Situation** You and your wingman are already airborne. You fly toward eight Tu-95Ds as they approach from the east. Six of the Tu-95Ds are screened by six MiG-29s. The middle pair of MiG-29s has been vectored toward you. A pair of Tu-95Ds travels from the northwest without escorts.

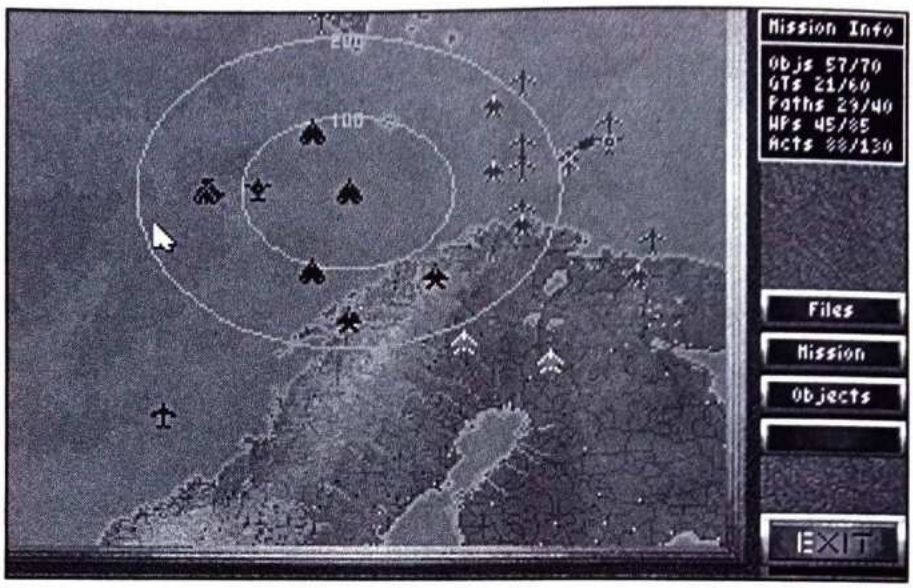


Figure 8-6
Going Bear Hunting, Fighting Withdrawal Missions 4 and 6

MISSION 6: GOING BEAR HUNTING: HUNTING TU-95 BEAR RECONNAISSANCE AIRCRAFT

This mission is nearly identical to Mission 4 except that the weather conditions and briefing text are different. The situation is the same, and the deployment of forces is shown in Figure 8-6 above. Either an enemy or neutral dragon—or both—may appear at the west edge of the map. If either appears, the enemy dragon heads south and the neutral one heads north.

Briefing: Congratulations! The elimination of the Tu-126 Moss AWACS has blinded Soviet naval intelligence for the moment. With the Moss gone, the Soviets are unable to coordinate their air strikes or detect our air operations. However, the distinctive signature of many Big Bulge search radar has been detected in

the distance. This can only mean one thing: Soviet Bear reconnaissance aircraft are out in force trying to find our carrier group and relay the data to waiting attack aircraft. They must be stopped.

- **Time** 08:30
- **Weather** Overcast
- **Ceiling** 45,000

Missions 7 and 9 (Investigate Bogeys): You fly Mission 7 if you lose Missions 3 or 5 (An Eye for an Eye). You fly Mission 9 if you lose Missions 4 or 6 (Going Bear Hunting).

MISSION 7: INVESTIGATE BOGEYS: INVESTIGATE APPROACHING UNIDENTIFIED AIRCRAFT

Briefing: Your failure to eliminate the Soviet AWACS has led to a very serious situation. Now, the operators onboard the Tu-126 are likely to pinpoint our carrier's location and target it for another air attack at any moment. In the meantime, our E-2C Hawkeye spots aircraft nearby. So far, it has been unable to identify them. These bogeys could be Soviet fighters, Norwegian ASW patrol craft, or even friendly single-engine fighters fleeing capture on the ground. You are ordered to investigate these bogeys. Approach with caution but check 'em out.

- **Victory** Either escort friendly aircraft back to the carrier without losing more than two of them or shoot down at least four of the bogeys if they are determined to be hostile
- **Time** 08:30
- **Weather** High Sky
- **Ceiling** 55,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, six F-14s (Fleet CAP 1, 2, 3), one E-2 (AWACS), one SH-2 (SAR Helo), four P-3s (Norway)
- **Enemy Forces** One CVH (*Kiev*), one BCG (*Kirov*), two CGs, two DDGs, three Tu-95Ds, one Tu-16L, two MiG-29s, two MiG-23s, two Su-27s, four Yak-38s, one Be-12, one Ka-25 (Helo)

✪ **Situation** You and your wingman are already airborne. You are vectored toward four incoming bogeys. These turn out to be four Norwegian P-3 ASW aircraft heading for your carrier. Two Su-27s are directed toward your aircraft. Two MiG-29s and two MiG-23s, though more distant, may be drawn into the battle.

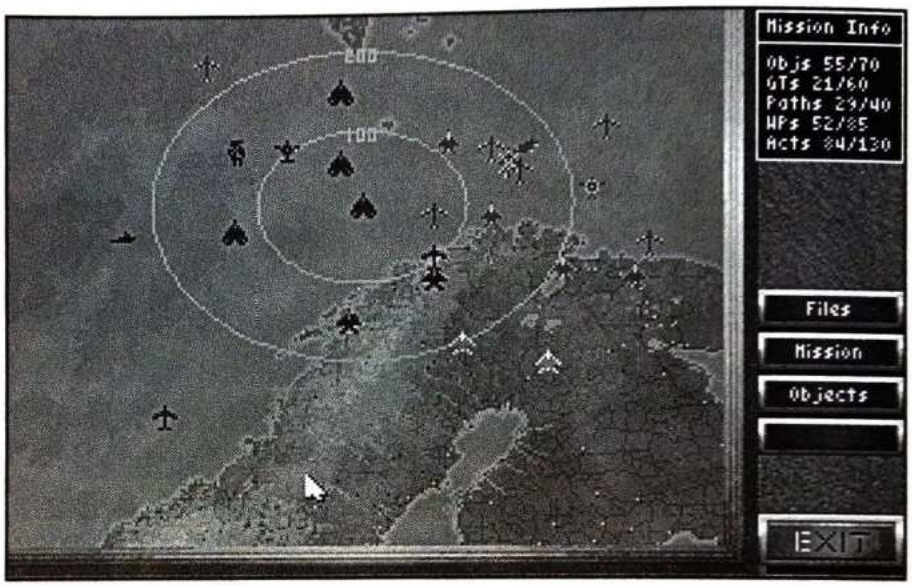


Figure 8-7
Investigate Bogeys, Fighting Withdrawal Missions 7 and 9

MISSION 9: INVESTIGATE BOGEYS: INVESTIGATE APPROACHING UNIDENTIFIED AIRCRAFT

This mission is nearly identical to Mission 7. The situation is roughly the same, and the deployment of forces is shown in Figure 8-7. Note that two F-16s have been added on the NATO side and two MiG-29s on the Soviet side. The additional two MiG-29s are closer to the P-3s than the F-16s and make your job tougher. The briefing text for Mission 9 is different. An enemy or neutral dragon—or both—may appear on the south edge of the map. If either appears, the enemy dragon heads east and the neutral one heads west.

Briefing: Your failure to eliminate the Tu-95D Bears has allowed the Soviets to detect our carrier group. An attack on our ships is expected at any moment. Our E-2C detects numerous aircraft that it cannot identify. These aircraft could be Norwegian ASW patrol craft or even friendly single-engine fighters fleeing capture on the ground. You are ordered to investigate these bogeys. Approach with caution but check 'em out.

Missions 8 and 10 (High-Altitude Recon): You fly Mission 8 if you win Missions 4 or 6 (Going Bear Hunting). You fly Mission 10 if you win Missions 7 or 9 (Investigate Bogeys).

MISSION 8: HIGH-ALTITUDE RECON: INTERCEPT ENEMY HIGH-ALTITUDE RECONNAISSANCE

Briefing: The successful downing of Soviet ELINT and AWACS aircraft has forced the Soviets to use MiG-25s for reconnaissance purposes. Although the intelligence gained from these aircraft is not as good, the Foxbats travel so high and fly so fast that they are almost impossible to catch. The MiGs cannot be allowed to conduct these missions with the total impunity they have displayed so far. Your mission is to intercept the MiG-25s operating over northern Norway, if possible.

- **Victory** You or your wingman must shoot down the MiG-25 Foxbat
- **Time** 15:30
- **Weather** High sky
- **Ceiling** 65,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, six F-14s (Fleet CAP 1, 2, 3), one E-2 (AWACS), one SH-3 (SAR Helo)
- **Enemy Forces** One CVH (*Kiev*), one BCG (*Kirov*), two CGs, two DDGs, two Tu-95Ds, one Tu-16L, two MiG-29s, two MiG-23s, four Su-27s, four Yak-38s, one MiG-25, one Ka-25 (Helo)
- **Situation** You and you wingman launch and attempt to intercept a Soviet MiG-25 on a reconnaissance mission. The MiG-25 flies down the

coast of Norway to a point near Bodo, then returns to base. You may get some help from Norwegian F-16s. Six Soviet fighters fly in front of the MiG-25: two MiG-29s to the north, two Su-27s in the center, and two MiG-23s to the south. The two Su-27s come after you.

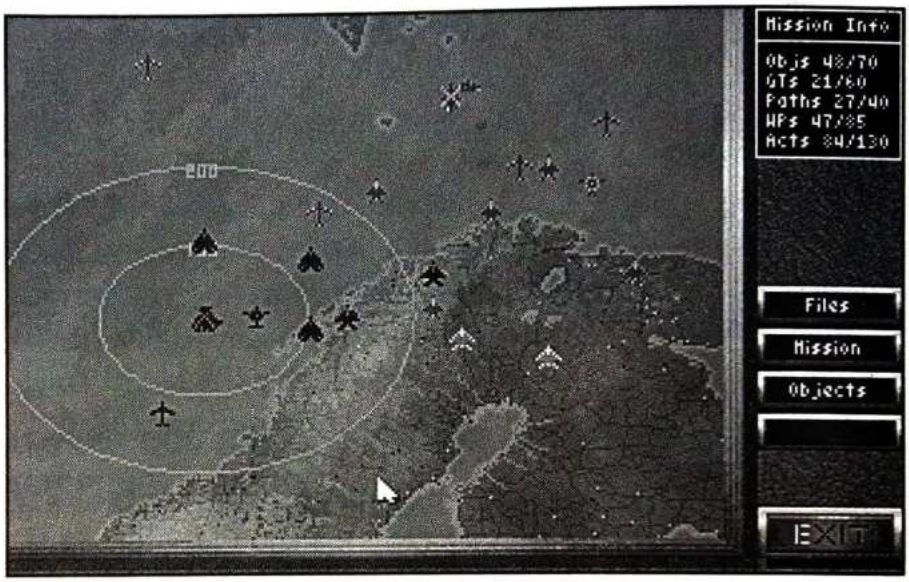


Figure 8-8
High-altitude Recon, Fighting Withdrawal Missions 8 and 10

MISSION 10: HIGH-ALTITUDE RECON: INTERCEPT ENEMY HIGH-ALTITUDE RECONNAISSANCE

This mission is nearly identical to Mission 8. The situation is the same, and the deployment of forces is shown in Figure 8-8 above. The time and briefing text are different. In Mission 10, the two MiG-23s, rather than the two Su-27s, come after you and your wingman.

Briefing: Congratulations on successfully escorting the Norwegian P-3 Orions out of harm's way. These aircraft will be a valuable asset to us in the future. Because their own supply of reconnaissance aircraft has begun to dwindle, the Soviets use MiG-25s as substitutes. These stripped-down Foxbats are able to travel so high and fly so fast that they are almost impossible to catch. Your new mission is to intercept one of these MiG-25s over Norway, if possible.

✪ **Time** 09:30

Missions 11 and 13 (Amphibious Assault): You fly Mission 11 if you lose Missions 7 or 9 (Investigate Bogeys). You fly Mission 13 if you lose Missions 8 or 10 (High-altitude Recon).

MISSION 11: AMPHIBIOUS ASSAULT: ESCORT AIR STRIKE AGAINST AMPHIBIOUS FORCE

Briefing: Your failure to escort the P-3 Orions out of danger has greatly angered our Norwegian allies. They had counted on using these aircraft to prevent Soviet submarines from moving south. Also, without the Orions on patrol, the Soviets manage to stage a hasty amphibious landing near Kirkenes. You are ordered to escort a strike package, which is currently preparing to attack the assault ships. A heavy concentration of enemy fighters is expected over the beachhead.

- **Victory** Prevent more than three of the strike aircraft from being shot down by enemy fighters before they deliver their load
- **Time** 05:30
- **Weather** Overcast
- **Ceiling** 25,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, six F-14s (Fleet CAP 1, 2, 3), one E-2 (AWACS), one SH-2 (SAR Helo), four A-6Es, two A-7Es, one EA-6B
- **Enemy Forces** One CVH (*Kiev*), one BCG (*Kirov*), two CGs, two DDGs, one Tu-95D, four MiG-29s, four Su-27s, two Yak-38s, one Ka-25 (Helo), two Mi-24s (Helo)
- **Situation** You and your wingman launch and form up with the seven aircraft in the strike force. On the flight to Kirkenes, you may encounter two MiG-29s that currently stand between you and the amphibious force. Nearby Norwegian F-16s may help you with these MiGs. Two Su-27s fly CAP over the Soviet amphibious force, and two Mi-24 Hind helicopters escort the ships, as well. Nearby, two Su-27s pass over Murmansk.

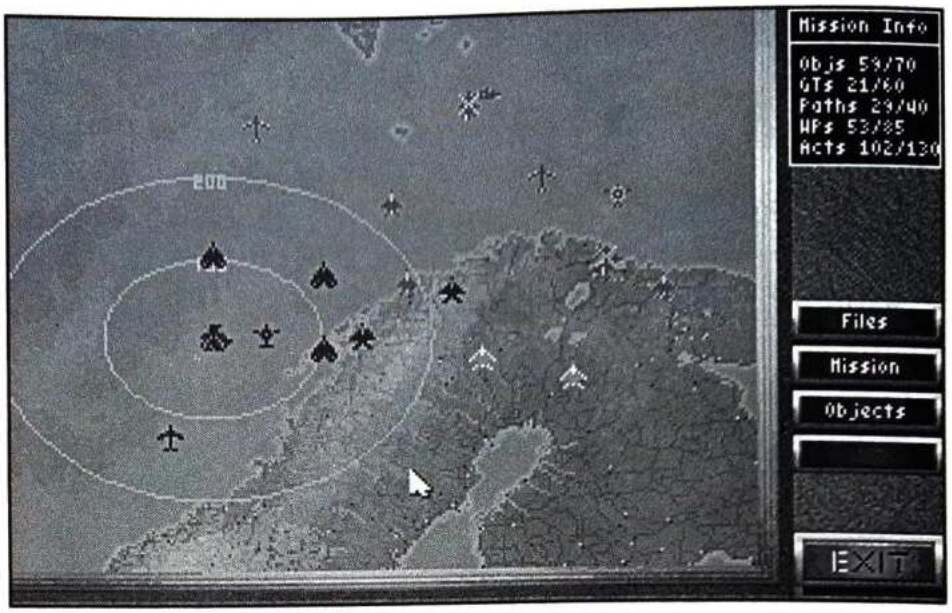


Figure 8-9
Amphibious Assault, Fighting Withdrawal Missions 11 and 13

MISSION 13: AMPHIBIOUS ASSAULT: ESCORT AIR STRIKE AGAINST AMPHIBIOUS FORCE

This mission is nearly identical to Mission 11. The situation is the same, except one additional Tu-95D is deployed by the Soviets. The deployment of forces is shown in Figure 8-9. The time, weather conditions, and briefing text for Mission 11 are different.

Briefing: Your failure to eliminate the MiG-25 has cost the Norwegians dearly. Because of the reconnaissance provided by the Foxbat, the Soviets perform a hasty amphibious landing that outflanks the present Norwegian defense line near Kirkenes. If the Soviet invasion is not stopped, the front will collapse. You are ordered to escort a strike package that is preparing to attack the assault ships. A very heavy concentration of enemy fighters is expected over the beachhead.

- **Time** 03:30
- **Weather** High sky
- **Ceiling** 45,000

Missions 12 and 14 (Counter Punch): You fly Mission 12 if you win Missions 8 or 10 (High-altitude Recon). You fly Mission 14 if you win Missions 11 or 13 (Amphibious Assault).

MISSION 12: COUNTER PUNCH: ESCORT AIRSTRIKE AGAINST SOVIET CARRIER GROUP

Briefing: Great job! Because you eliminated the MiG-25 Foxbat, the Soviets have little idea of our whereabouts. The plan is too take advantage of this situation with a surprise air strike on the Soviet carrier group off the Norwegian coast. It is imperative that these Soviet ships be stopped. Our carrier is ordered to strike these ships as it falls back—sort of a modern day Parthian shot. Your mission is to escort the strike aircraft safely to their target and then back to our carrier.

- **Victory** Prevent more than three of the strike aircraft from being shot down by enemy fighters before they can deliver their ordnance
- **Time** 11:30
- **Weather** Overcast
- **Ceiling** 22,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, six F-14s (Fleet CAP 1, 2, 3), four F-16s, one E-2 (AWACS), one SH-2 (SAR Helo), four A-6Es, six A-7Es, one EA-6B
- **Enemy Forces** One CVH (*Kiev*), one BCG (*Kirov*), two CGs, two DDGs, two Tu-95Ds, four MiG-29s, four Su-27s, two Yak-38s, one Ka-25 (Helo), two Mi-24s (Helo)
- **Situation** You and your wingman launch and then escort an air strike against the Soviet carrier task force. Two MiG-29s flying CAP cover the front of the Soviet carrier. Closer in, it is defended by two Yak-38s and two Mi-24 Hind helicopters. At the start of this mission, the chance is one in ten an enemy dragon will appear on the map's south edge and one in ten a neutral dragon will appear.

Figure 8-10
Counter Punch, Fighting Withdrawal Missions 12 and 14

MISSION 14: COUNTER PUNCH: ESCORT AIRSTRIKE AGAINST SOVIET CARRIER GROUP

This mission is very similar to Mission 12. The situation is the same except for the position of one Tu-95D and the composition of the strike force. The deployment of forces is shown in Figure 8-10. The time, ceiling, briefing text, and friendly forces for Mission 14 are different. There is no chance dragons will appear in Mission 14.

Briefing: Great job! The successful strike against the amphibious landing has halted Soviet ground operations for the moment. We can now turn our attention to hitting the *Kiev*-class carrier that supported the landing. It is imperative that the *Kiev* group be stopped so that we won't be bothered by future amphibious landings. Your mission is to escort the strike aircraft to their target safely and then to return with them to the carrier.

- **Time** 13:30
- **Ceiling** 27,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, six F-14s (Fleet CAP 1, 2, 3), four F-16s, one E-2 (AWACS), one SH-2 (SAR Helo), six A-6s, four A-7s, one EA-6

Missions 15 and 17 (Yak Attack): You fly Mission 15 if you lose Missions 11 or 13 (Amphibious Assault). You fly Mission 17 if you lose Missions 12 or 14 (Counter Punch).

MISSION 15: YAK ATTACK: DEFEND AGAINST YAK-38 ATTACK

Briefing: The failure of our air strike to eliminate the landing vessels has enabled the Soviets to expand their beachhead. It has even allowed Yak VTOL fighters to operate from within the beachhead perimeter. The Soviets must be denied this forward operating base (FOB). The entire Norwegian defense line around Kirkenes may collapse unless the Soviets are forced out. Your mission is to engage the Yaks and destroy them before they can be used to secure the beachhead. Because of the crucial nature of the battle, you may expect additional Soviet fighters to operate in the area. Norwegian F-16s may also operate over the battle, so be sure of your targets before firing.

- **Victory** Shoot down four or more of the Yak fighters surrounding the landing area.
- **Time** 15:30
- **Weather** High sky
- **Ceiling** 45,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, 10 F-14s (Fleet CAP 1, 2, 3, 4; Ready 5), six F-16s, one E-2 (AWACS), one SH-2 (SAR Helo)
- **Enemy Forces** One CVH (*Kiev*), one BCG (*Kirov*), two CGs, two DDGs, four MiG-29s, two MiG-31s, eight Yak-38s, two Su-27s, one Ka-25 (Helo), two Mi-24s (Helo)
- **Situation** You, your wingman, and two additional F-14s launch and then fly to the Kirkenes. You engage the Yak-38s flying CAP there and gain air superiority over the area. Two F-16s from the Andoya air base also fly to the Kirkenes on this mission. The number of Yak-38s flying over Kirkenes increases to six. Two MiG-31s are stationed to the west of Kirkenes, and two MiG-27s fly cap over Murmansk.

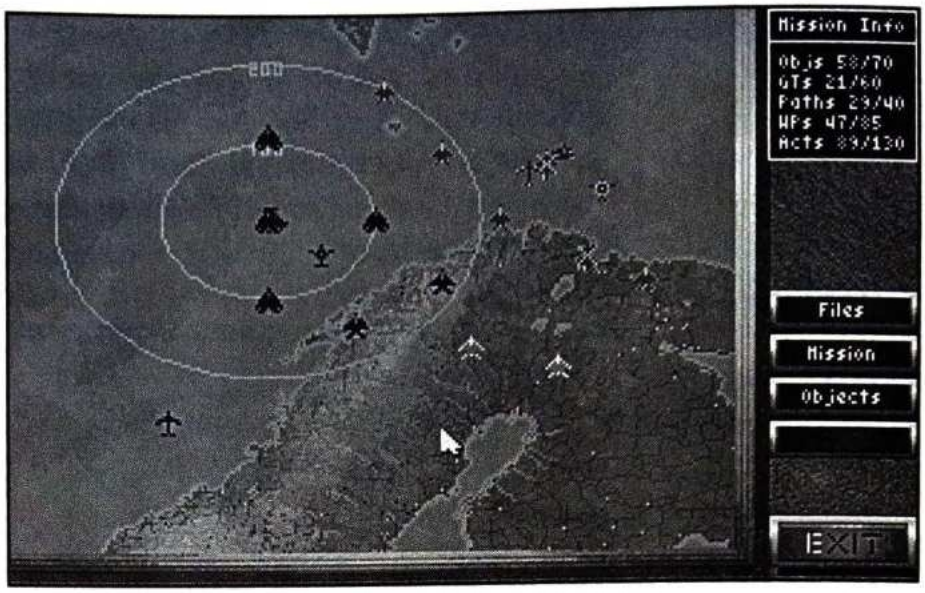


Figure 8-11
Yak Attack, Fighting Withdrawal Mission 15

MISSION 17: YAK ATTACK: DEFEND CARRIER TASK FORCE AGAINST YAK-38 AIR ATTACK

Briefing: The failure of our surprise attack has alerted the Soviet battle group to our presence. Now that the Soviets know where we are, they launch a strike of their own. Yak fighter-bombers from the *Minsk* head our way at this very moment. Our E-2C locates them heading directly toward our carrier group. Even though the Yaks are no match for our fighters, they can carry stand-off weapons, allowing them to launch their attacks from far away. Your mission is to intercept this strike before the Yaks can launch these weapons.

- **Victory** Shoot down four or more of the incoming Yak fighters
- **Time** 12:30
- **Weather** Overcast
- **Ceiling** 15,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, eight F-14s (Fleet CAP 1, 2, 3; Ready 5), four F-16s, one E-2 (AWACS), one SH-2 (SAR Helo)
- **Enemy Forces** One CVH (*Kiev*), one BCG (*Kirov*), two CGs, two DDGs, six MiG-29s, fourteen Yak-38s, two Su-17s, one Ka-25 (Helo)

- **Situation** The Soviets launch twelve Yak-38s from their carrier on an air strike against the *Nimitz*. The Yak-38s arrive in four flights of three aircraft each. The first two flights attack the carrier, the third flight attacks a cruiser, and the fourth flight attacks a destroyer. They come without escorts, although they pass through a screen of six MiG-29s as they approach.

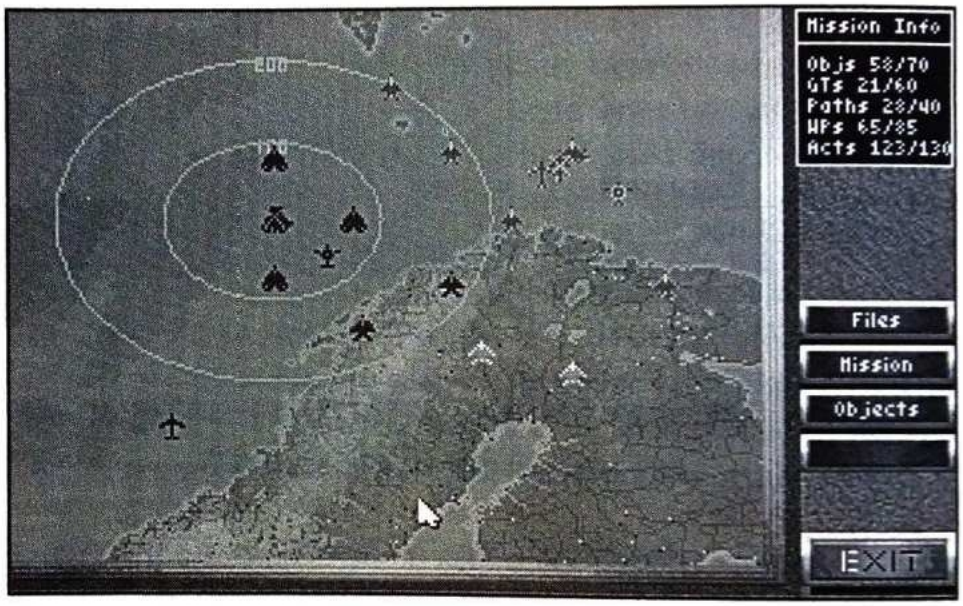


Figure 8-12
Yak Attack, Fighting Withdrawal Mission 17

Missions 16 and 18 (Rescue at Sea): You fly Mission 16 if you win Missions 12 or 14 (Counter Punch). You fly Mission 18 if you win Missions 15 or 17 (Yak Attack).

MISSION 16: RESCUE AT SEA: ESCORT RESCUE HELICOPTER

Briefing: Brilliant execution! The successful raid against the Soviet surface vessels has really set back their invasion plans. Unfortunately, one of our helicopters supporting the operation has gone down. Luckily, the survivors deploy a raft and signal their position. SAR helicopters race to them, but time is critical. Your mission is to protect the SAR helicopters from Soviet fighters known to be operating in the area.

- **Victory** Prevent more than one of the SAR helicopters from being shot down by enemy fighters.
- **Time** 17:30
- **Weather** Overcast
- **Ceiling** 25,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, one FFG, one Raft, eight F-14s (Fleet CAP 1, 2, 3; Ready 5), one E-2 (AWACS), four F-16s, one SH-2 (SAR Helo), two SH-60s (SAR Helo)
- **Enemy Forces** One CVH (*Kiev*), one BCG (*Kirov*), two CGs, two DDGs, two Tu-16Ls, one IL-38, six MiG-29s, two Yak-38s, two Su-17s, one Ka-27 (Helo)
- **Situation** You and your wingman launch and then escort two SH-60 rescue helicopters as they approach a life raft off the coast of Norway containing downed aviators. Two MiG-29s fly near the raft and two others patrol further away.

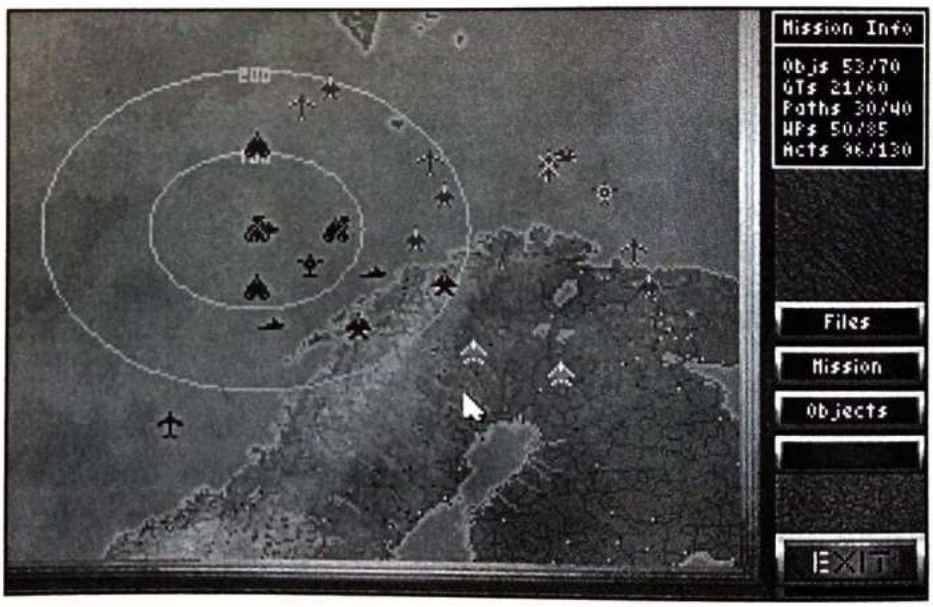


Figure 8-13
Rescue at Sea, Fighting Withdrawal Missions 16 and 18

MISSION 18: RESCUE AT SEA: ESCORT RESCUE HELICOPTER

This mission is nearly identical to Mission 16. The time of Mission 18 is different, as is the briefing text. In addition, two Tu-95Ds take the place of the two Tu-16Ls in Mission 16. See the situation discussion for Mission 16 and refer to Figure 8-13 for starting deployments.

Briefing Great job! Congratulations on successfully fending off the Yaks. You probably saved the lives of hundreds of sailors. Here's a chance to save the lives of some fellow aviators. One of our helicopters supporting an ongoing ASW operation has gone down. Luckily, the survivors have been able to deploy a raft and signal their position. Help is on the way, but time is critical. Your mission is to protect the SAR helicopters from Soviet fighters known to be operating in the area.

- **Time** 08:30

Missions 19 and 21 (Defend the Hawkeye): You fly Mission 19 if you lose Missions 15 or 17 (Yak Attack). You fly Mission 21 if you lose Missions 16 or 18 (Rescue at Sea).

MISSION 19: DEFEND THE HAWKEYE: DEFEND THE CARRIER GROUP'S E-2 HAWKEYE AWACS AIRCRAFT

Briefing Our failure to stop the Yaks has convinced the Soviets to try more elaborate air operations in the future. Before doing so, however, they have come to realize the necessity of taking out our E-2C AWACS aircraft. A flight of Soviet fighters has been detected heading in a beeline for our Hawkeye. They must be stopped. We are critically short of replacement aircraft. If we lose the Hawkeye, our surveillance assets will be stretched very thin.

- **Victory** Prevent the E-2C Hawkeye from being shot down by enemy fighters
- **Time** 11:30
- **Weather** High sky
- **Ceiling** 55,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, eight F-14s (Fleet CAP 1, 2; 3, Ready 5), four F-16s, one E-2 (AWACS), one SH-60 (SAR Helo)

- **Enemy Forces** One CVH (*Kiev*), one BCG (*Kirov*), two CGs, two DDGs, two Tu-95Ds, four Yak-38s, five Su-17s, three MiG-29s, four MiG-23s, four Tu-22s, one Ka-27 (Helo)
- **Situation** Ten Soviet fighters head toward your carrier group with the intent to shoot down your E-2 Hawkeye AWACS aircraft. You and your wingman launch and attempt to intercept these incoming fighters with the help of the carrier's CAP and Ready 5. The enemy fighters approach in three flights: three Su-17s in the northern flight, three MiG-29s in the central flight, and four MiG-23s in the southern flight. Two Norwegian F-16s flying CAP over Bardufoss may be able to help, but the Soviet fighters are high above the F-16s. Look out for the four Tu-22s behind the incoming fighters—they intend to attack your carrier.

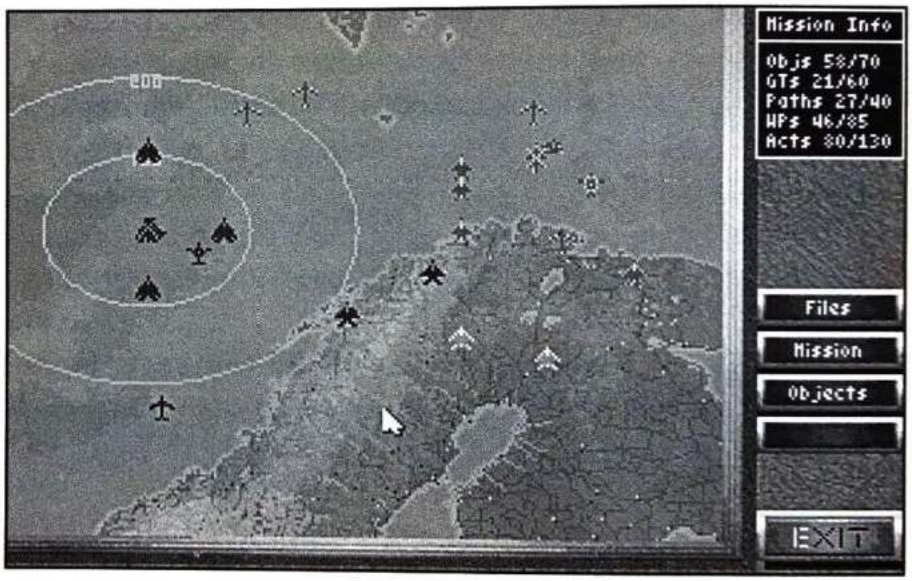


Figure 8-14
Defend the Hawkeye, Fighting Withdrawal Missions 19 and 21

MISSION 21: DEFEND THE HAWKEYE: DEFEND THE CARRIER GROUP'S E-2 HAWKEYE AWACS AIRCRAFT

This mission is very similar to Mission 19 with some exceptions. The time and weather are substantially different, as is the briefing text. The center flight of incoming fighters consists of only two MiG-29s, but another two MiG-29s have been added and come in with the

Tu-22s. An IL-38 on ASW patrol has also been added. Finally, there is a one-in-ten chance that an enemy dragon will appear on the southern map edge and a one-in-ten chance that a neutral dragon will appear there. Refer to the situation description for Mission 19 and see Figure 8-14 for a deployment of forces.

Briefing: Because the Soviets were able to intercept our SAR helos, the recovery operation was a failure. As a result, our air group has lost a number of irreplaceable men and aircraft. Let's hope you do better on this next assignment. The Soviets begin to stage more and more elaborate air operations, taking advantage of our seemingly poor air cover. Before doing so, however, they have come to realize the necessity of taking out our E-2C. A flight of Soviet fighters is detected heading in a beeline for our Hawkeye. They must be stopped. We are critically short of replacement aircraft. If we lose the Hawkeye, our surveillance assets will be stretched very thin.

- **Time** 13:30
- **Weather** Overcast
- **Ceiling** 15,000

Missions 20, 22, and 24 (Strategic Strike): You fly Mission 20 if you win Missions 16 or 18 (Rescue at Sea). You fly Mission 22 if you win Missions 19 or 21 (Defend the Hawkeye). You fly Mission 24 if you win Mission 23 (Intercept Bombers).

MISSION 20: STRATEGIC STRIKE: ESCORT STRATEGIC BOMBERS ON AIR STRIKE AGAINST SOVIET CARRIER GROUP

Briefing: Your assistance in recovering the downed air crew will be noted in your service record. Because of the personal heroism you exhibited, you have been hand-picked to escort a group of B-52s about to launch a strike on Soviet positions in Norway. This mission is a test case to study the feasibility of future such attacks. If successful, many more of these raids will be conducted. If unsuccessful, the operation will be immediately terminated. We cannot afford to lose these bombers.

- **Victory** Prevent four or more B-52s from being shot down by enemy fighters before they can bomb the enemy positions.
- **Time** 07:30
- **Weather** Overcast
- **Ceiling** 25,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, eight F-14s (Fleet CAP 1, 2, 3; Ready 5), four F-16s, one E-2 (AWACS), one SH-60 (SAR Helo), twelve B-52s
- **Enemy Forces** One CVH (*Kiev*), one BCG (*Kirov*), two CGs, two DDGs, one Tu-95D, one Tu-16L, six MiG-29s, six Yak-38s, two Su-17s, one Ka-25 (Helo), one Ka-27 (Helo)
- **Situation** You and your wingman are airborne, escorting a flight of three B-52s. You are also responsible for three other flights of three B-52s. In front of you are two flights of two MiG-29s. The flight farthest away is directed toward the bombers you now fly with. Another flight of two MiG-29s stationed farther away to the east are also directed toward the same bombers. Four Yak-38s fly 40 nautical miles in front of the enemy carrier. Closer to the enemy carrier is a smaller CAP of two Yak-38s. There is a one-in-ten chance that an enemy dragon will appear on the map's south edge and the same chance a neutral dragon will appear there. There is a one in a hundred chance that both will appear.

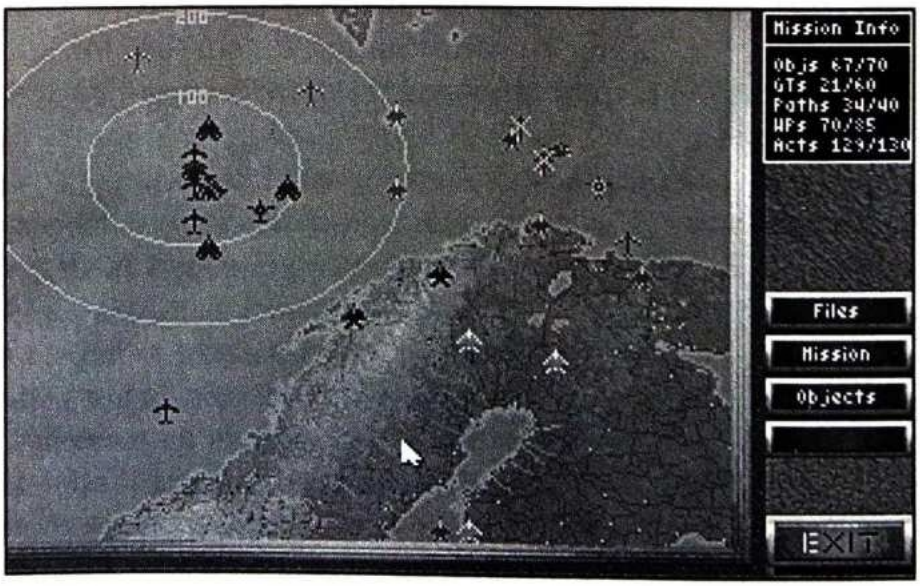


Figure 8-15
Strategic Strike, Fighting Withdrawal Missions 20, 22, and 24

MISSION 22: STRATEGIC STRIKE: ESCORT STRATEGIC BOMBERS ON AIR STRIKE AGAINST SOVIET CARRIER GROUP

This mission is identical to Mission 20 except the briefing text is different and no dragons appear. Refer to the situation description for Mission 20 and to Figure 8-15 to see the deployment of forces on both sides.

Briefing: Fantastic work! Because the Soviet fighters were successfully intercepted, our Hawkeye has been spared. The personal heroism you have exhibited will be duly noted in your service records. You have, therefore, been hand-picked to escort a group of B-52s about to launch a strike against the Soviet surface vessels. This mission is a test case to study the feasibility of future such attacks. If successful, many more of these raids will be conducted. If unsuccessful, the operation will be immediately terminated. We cannot afford to lose these bombers.

MISSION 24: STRATEGIC STRIKE: ESCORT STRATEGIC BOMBERS ON AIR STRIKE AGAINST SOVIET CARRIER GROUP

Mission 24 is also identical to Mission 20 with the exceptions of having a different briefing text and no chance of dragons appearing. Refer to the situation discussion for Mission 20 and to Figure 8-15 for the deployment of forces from both sides.

Briefing: Fantastic work! Because the Soviet bombers were successfully intercepted, our carrier has been spared. The personal heroism you have exhibited will be duly noted in your service records. Now it's payback time. You have been hand-picked to escort a group of B-52s about to launch a strike against Soviet surface vessels. This mission is a test case to study the feasibility of future such attacks. If successful, many more of these raids will be conducted. If unsuccessful, the operation will be immediately terminated. We cannot afford to lose these bombers.

Mission 23 (Intercept the Bombers): You fly this mission if you lose Missions 19 or 21 (Defend the Hawkeye).

MISSION 23: INTERCEPT THE BOMBERS: DEFEND CARRIER TASK FORCE AGAINST BOMBER ATTACK

Briefing: Because our Hawkeye was eliminated, an extra pair of Tomcats fly CAP. Even so, a large group of Soviet bombers penetrates the area, coming within several hundred miles of our carrier before being detected. Using targeting data gathered by reconnaissance aircraft, these strike packages plan to launch long-range, ship-killing cruise missiles soon. These aircraft must be intercepted before they reach their launching points. If even a few of their missiles get through, it could mean disaster.

- **Victory** Shoot down four or more of the incoming bombers
- **Time** 15:30
- **Weather** High Clouds
- **Ceiling** 45,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, ten F-14s (Fleet CAP 1, 2, 3, 4; Ready 5), four F-16s, one SH-60 (SAR Helo)
- **Enemy Forces** One CVH (*Kiev*), one BCG (*Kirov*), two CGs, two DDGs, two Tu-95Ds, six Yak-38s, four MiG-29s, fifteen Tu-22s, one Tu-126, two Su-27s, one Ka-27 (Helo)
- **Situation** Fifteen Tu-22 bombers approach from the north. Although the Soviets have ten fighters around their carrier, all are assigned to CAP missions in that area. The bombers approach without escorts. You and your wingman must launch and shoot down the bombers before they can launch. The nearby F-14s on CAP and the Ready 5 can help.

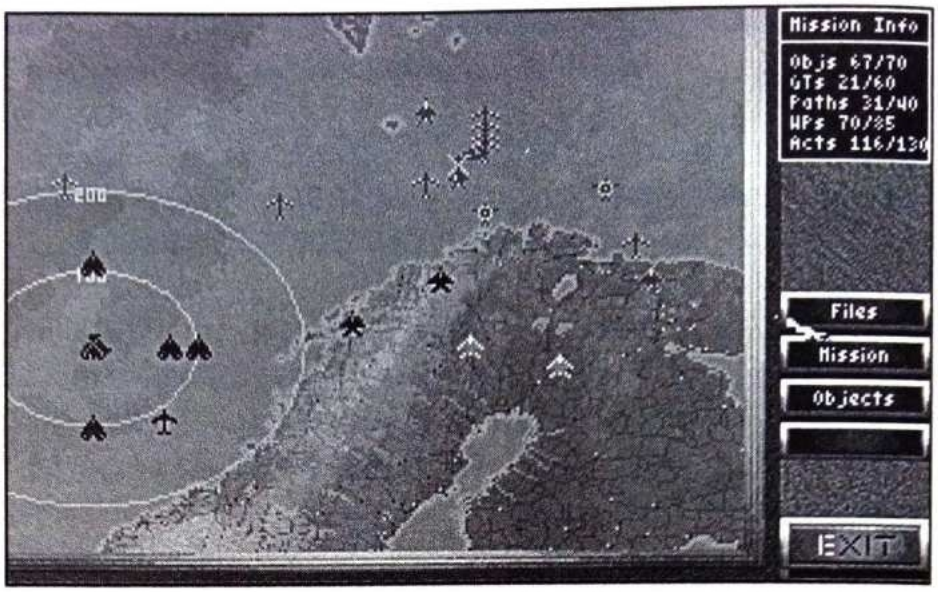


Figure 8-16
Intercept the Bombers, Fighting Withdrawal Mission 23

Mission 25 (Vampire . . . Vampire!): You fly Mission 25 if you lose Mission 23 (Intercept the Bombers).

MISSION 25: VAMPIRE . . . VAMPIRE!: DEFEND AGAINST SURPRISE ATTACK

Briefing: Because the interception mission went so poorly, a number of Soviet bombers have reached their launching points. We are now in an extremely tight situation. The bombers are about to unleash a rain of cruise missiles on our ships. Our own missile defenses will likely knock down many of the incoming missiles, but not all. You and your wingman are the only aircraft in a position to stop these missiles before they start landing among our ships.

- **Victory** Shoot down as many of the incoming missiles as possible; failure to destroy enough of the missiles will likely result in the destruction of the carrier and loss of the campaign
- **Weather** Overcast
- **Ceiling** 35,000

- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, eight F-14s (Fleet CAP 1, 2, 3; Ready 5), two F-16s, one E-2 (AWACS), one SH-2 (SAR Helo)
- **Enemy Forces** One CVH (*Kiev*), one BCG (*Kirov*), two CGs, two DDGs, two Tu-95Ds, six Yak-38s, one Su-27, four Tu-22Ms, one Tu-126, twenty-three AS-6s (Missiles), one Ka-27 (Helo)
- **Situation** Twenty-three cruise missiles travel toward the *Nimitz*. Fortunately, most of them are still a long distance away. Four Tu-22Ms stand between you and the missiles, but the bombers launch and make their way home. No enemy fighters are close enough to interfere with your chase of the missiles. You should get some help from F-14s on CAP in the path of the missiles, and you can call on the Ready 5.

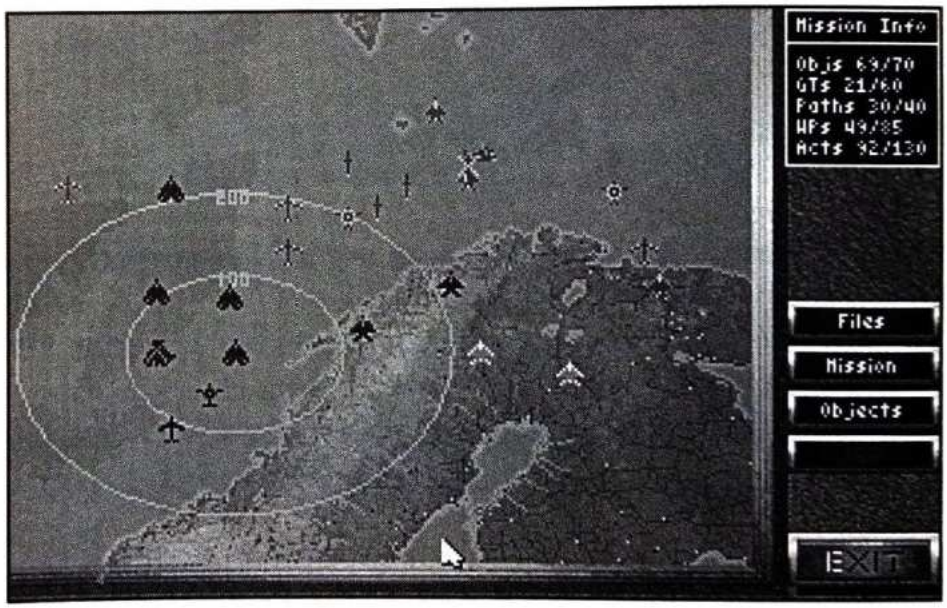


Figure 8-17
Vampire . . .Vampire!, Fighting Withdrawal Mission 25

RETURN TO NORWAY
9

The Return to Norway Campaign involves the first major NATO counterattack in Norway following the Soviet invasion. The Soviet advance has slowed mainly because of logistic problems. NATO has decided to attack before the Soviets can consolidate. If the invaders can regain their momentum and overrun the rest of Norway, the North Atlantic supply line to Europe will be in jeopardy.

Your carrier battle group will provide most of the air cover for an amphibious assault on the Norwegian port of Narvik. If this port can be retaken, most of the Soviet forces below that point will be put out of supply.

SITUATION AND MISSIONS

The general situation in this theater is shown in Figure 9-1. Note that the Norwegian air fields at Bodo, Andoya, Banak, and Bardufoss have been captured by the Soviets. The only Norwegian air field on the map that remains in friendly hands is located at

Orland. Also note the relative placement of air patrols from the neutral nations of Finland and Sweden. If you stray into their air space, they first ask you to leave and then attack you if you don't.

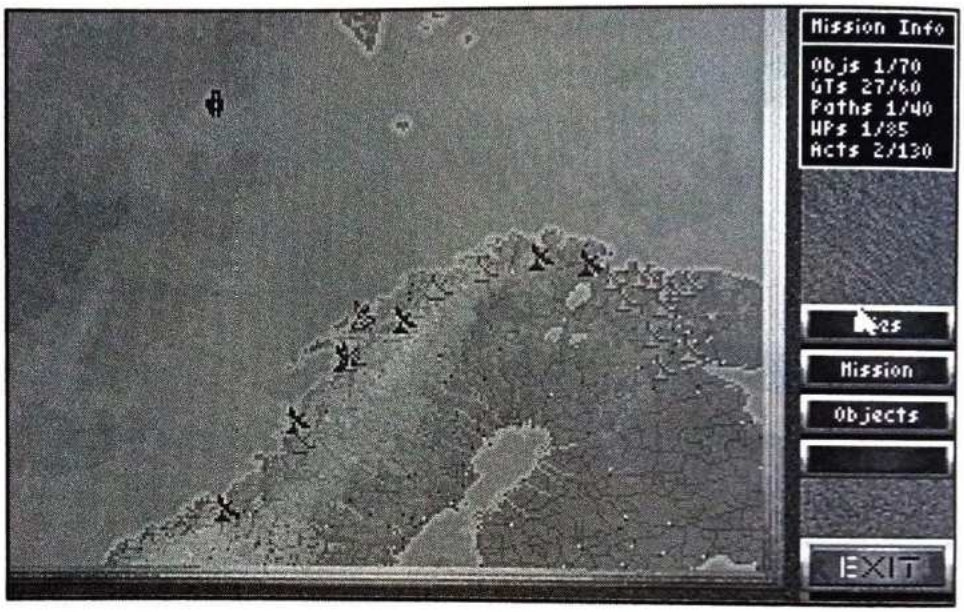


Figure 9-1
Situation at the start of the Return to Norway Campaign

The Return to Norway Mission Tree is shown in Figure 9-2. An explanation of how to read this tree is found at the start of Chapter 5. The individual missions of this campaign are described in the remainder of this chapter. For each mission, there is an accompanying situation map that shows the starting location of the forces on each side. Remember, the Return to Norway Campaign takes place in the North Cape theater.

MISSION 1: TARPS: ESCORT PHOTOGRAPHIC INTELLIGENCE MISSION TO NARVIK

Briefing: Before any large-scale amphibious operation can take place, photographic intelligence of the prospective landing area must be provided to higher headquarters. Our KH-11 Keyhole surveillance satellites have been knocked out of their geosynchronous orbits by Soviet ASATS in space. Therefore, a TARPS-equipped F-14 is ordered to undertake this particularly hazardous mission. You draw the short straw and receive orders to provide fighter escort.

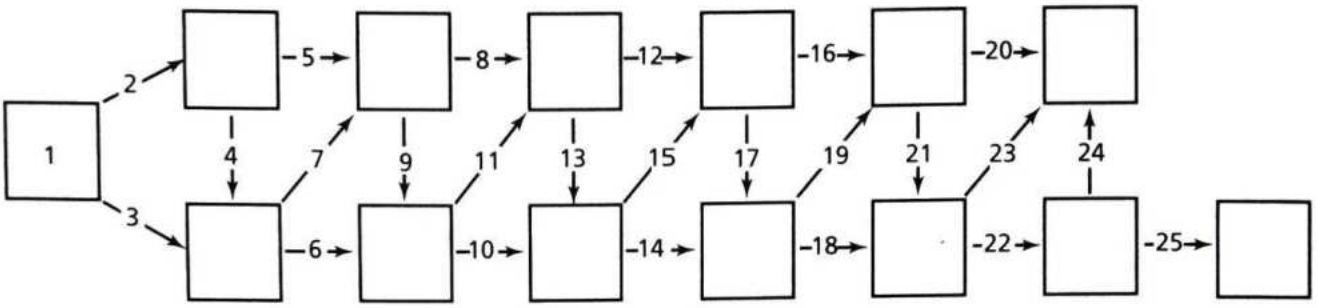


Figure 9-2 Return to Norway Mission Tree

Mission #	Name	Mission #	Name
1	TARPS	12 and 15	Hornet's Nest
2	High Altitude Recon	14 and 17	Big Yak Attack
3 and 4	Defend the Hawkeye	16 and 19	Fighter Sweep
5 and 7	Strategic Strike	18 and 21	Defend the Beachhead
6 and 9	Downbeats!	20, 23, and 24	'Chutes
8 and 11	Leathernecks!	22	Ground Assault
10 and 13	Scratch One Flattop	25	Last Stand

- **Victory** Prevent the TARPS-equipped F-14 from being shot down by enemy aircraft
- **Time** 09:30
- **Weather** Overcast
- **Ceiling** 15,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, eleven F-14s (Fleet CAP 1, 2, 3; TARPS; Escorts; Ready 5), one E-2 (AWACS), one SH-3 (SAR Helo)
- **Enemy Forces** One BCG (*Kirov*), two CGs, two DDGs, one FF; two Tu-95Ds, one Su-17, four MiG-29s, two Su-27s, four An-22s, one Mi-24 (Helo)
- **Situation** The F-14 TARPS, two F-14 escorts, you, your wingman, and the SH-3 all begin the mission on the *Nimitz* and must launch. After launch, the F-14 TARPS and escorts fly to Narvik to conduct a photo reconnaissance. Two MiG-29s fly CAP over Narvik, and two more are stationed nearby. In addition, two Su-27s escort four An-22 transports from near Banak to the Bodo air base. The Su-27s may show up in Narvik when you arrive there.

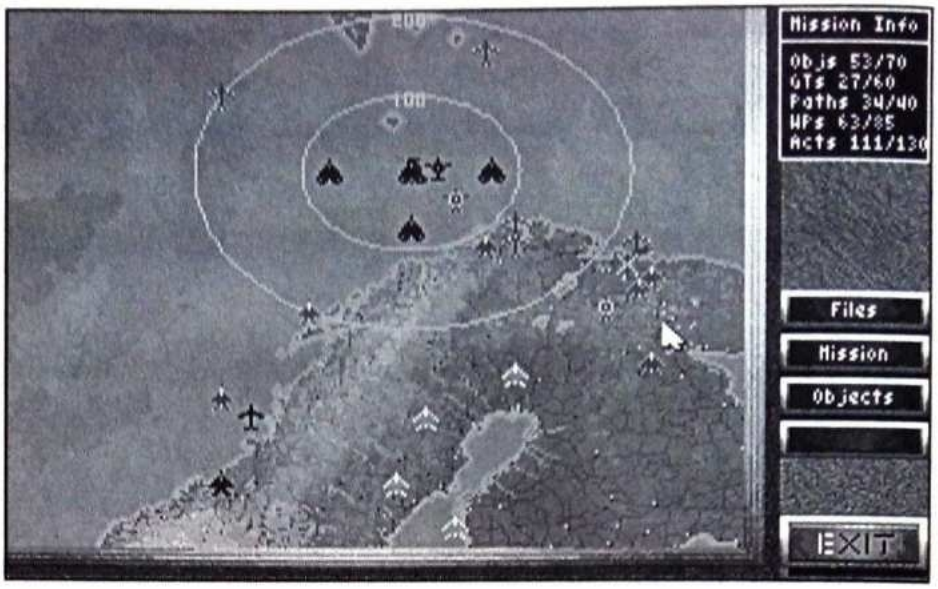


Figure 9-3
TARPS, Return to Norway Mission 1

Mission 2 (Dawn Patrol): You fly Mission 2 if you win Mission 1 (TARPS).

MISSION 2: DAWN PATROL: ESCORT PHOTOGRAPHIC INTELLIGENCE MISSION

Briefing: Congratulations on a job well done. The TARPS mission was a complete success. Thanks to the photographic intelligence obtained on this mission, the landings may proceed as scheduled. Before the Marines can land, however, we must establish air superiority over the beachhead. If even one Soviet fighter gets through to the packed beachhead, it could spell disaster for our troops ashore. Your mission is provide a CAP over the landing area.

- **Victory** Keep all Soviet fighters away from the beachhead; as a minimum victory condition you must shoot down at least four enemy fighters
- **Time** 07:30
- **Weather** Overcast
- **Ceiling** 25,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, twelve F-14s (Fleet CAP 1, 2, 3; Strike; Ready 5), one E-2 (AWACS), one SH-3 (SAR Helo)

- **Enemy Forces** One BCG (*Kirov*), two CGs, two DDGs, one FF, two Tu-95Ds, four Su-17s, five MiG-29s, two Su-27s, three Mi-24s (Helo), one Ka-27 (Helo)
- **Situation** Six F-14s, including you and your wingman, conduct the air superiority sweep over Narvik. All six launch from the carrier. Two MiG-29s fly over Narvik. Nearby, another two MiG-29s patrol, along with two Mi-24s. Two Su-27s near Banak fly to the Narvik area. Four Su-17s near the Kirkenes Roadblock fly toward the Narvik area.

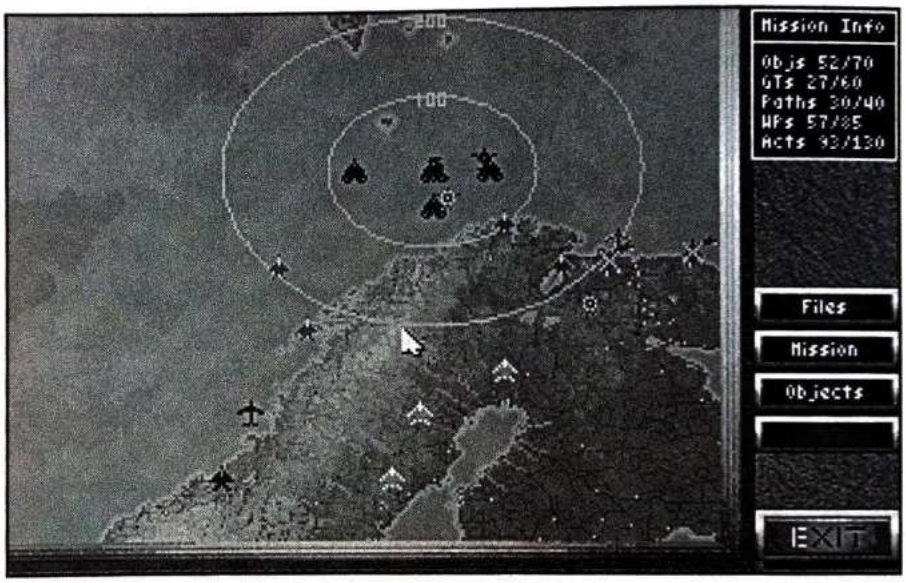


Figure 9-4
Dawn Patrol, Return to Norway Mission 2

Missions 3 and 4 (High-Altitude Recon): You fly Mission 3 if you lose Mission 1 (TARPS). You fly Mission 4 if you lose Mission 2 (Dawn Patrol).

MISSION 3: HIGH-ALTITUDE RECON: INTERCEPTION OF HIGH- ALTITUDE RECONNAISSANCE AIRCRAFT

Briefing: The failure of the TARPS mission requires that the Marines land without adequate intelligence. This could lead to a serious situation on the beach if they run into unexpected resistance. Because of all the air activity, the Soviets are now tipped off to our interest in the area. Single flights of MiG-25 recon aircraft are detected overflying the projected landing site. No doubt,

they are searching the area for signs of our landing force. These aircraft must be eliminated. You are ordered to intercept and to eliminate the Foxbat.

- **Victory** Shoot down the MiG-25 reconnaissance aircraft
- **Time** 07:30
- **Weather** Overcast
- **Ceiling** 25,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, eight F-14s (Fleet CAP 1, 2, 3; Ready 5), one E-2 (AWACS), one SH-3 (SAR Helo)
- **Enemy Forces** One BCG (*Kirov*), two CGs, two DDGs, one FF, two Tu-95Ds, four Su-17s, two MiG-29s, two Su-27s, two MiG-23s, one MiG-25, three Mi-24s (Helo), one Ka-27 (Helo)
- **Situation** A MiG-25 reconnaissance aircraft takes off from Bardufoss and flies toward the Narvik area. Already in the Narvik area are four Su-17s, two Su-27s, and two Mi-24s. Two more MiG-29s patrol to the south of Narvik and two MiG-23s to the north fly CAP over the *Kirov*'s battle group. You and your wingman launch from the carrier and attempt to intercept the MiG-25 over Narvik.

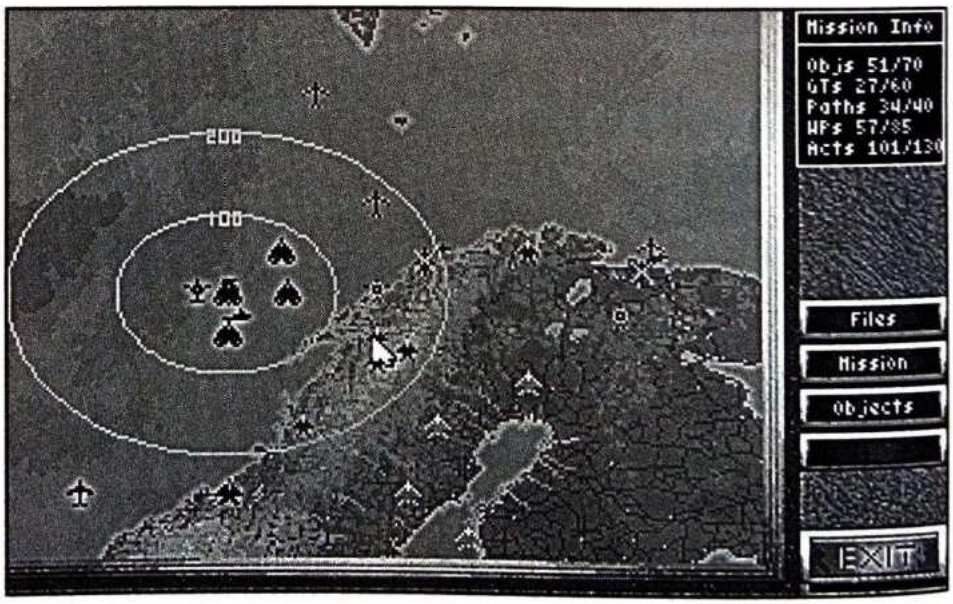


Figure 9-5
High-Altitude Recon, Return to Norway Missions 3 and 4

MISSION 4: HIGH-ALTITUDE RECON: INTERCEPTION OF HIGH ALTITUDE RECONNAISSANCE AIRCRAFT

This mission is nearly a duplicate of Mission 3. The briefing text is different, and there is one slight difference in the starting situation shown in Figure 9-5. After you have read the briefing text, refer to the Mission 3 description above.

Briefing: The failure of your patrol has enabled the Soviets to fly reconnaissance missions. A single MiG-25 reconnaissance aircraft has been detected overflying our projected landing site. The Foxbat flies at such a high altitude and speed that it is difficult to intercept. You are ordered to intercept the Foxbat, if possible, and prevent it from spotting our landing force.

Missions 5 and 7 (Strategic Strike): You fly Mission 5 if you win Mission 2 (Dawn Patrol). You fly Mission 7 if you win either Missions 3 or 4 (High-Altitude Recon).

MISSION 5: STRATEGIC STRIKE: ESCORT B-52 BOMBING ATTACK

Briefing:: Because you were able to gain temporary air superiority over the beachhead, B-52s have been ordered to conduct air strikes. The B-52s must take the short route, over the polar cap. Without proper escort, they will be slaughtered if detected. Your mission is to escort the B-52s while they conduct their raid.

- **Victory** Prevent more than two B-52s from being shot down by enemy aircraft before they (that is, the B-52s) bomb the beachhead
- **Time** 01:30
- **Weather** High sky
- **Ceiling** 45,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, ten F-14s (Fleet CAP 1, 2, 3; Escorts; Ready 5), one E-2 (AWACS), one SH-3 (SAR Helo)

- **Enemy Forces** One BCG (*Kirov*), two CGs, two DDGs, one FF, two Tu-95Ds, one Su-17, four MiG-29s, Four Su-27s, one Mi-24 (Helo), one Mi-8 (Helo)
- **Situation** You and your wingman are airborne and escort three B-52 bombers en route to bomb the Norwegian air base at Bodo, which is now in Soviet hands. Another formation of three B-52s head off to bomb Narvik. Two F-14s launch from the carrier to escort the formation headed for Narvik. Two Su-27s and two MiG-29s block the path of the Narvik group, and an Su-17 flies CAP over the *Kirov* battle group. Two Su-27s and two MiG-29s off Narvik, alerted to the Bodo bombing group, attempt to intercept it.

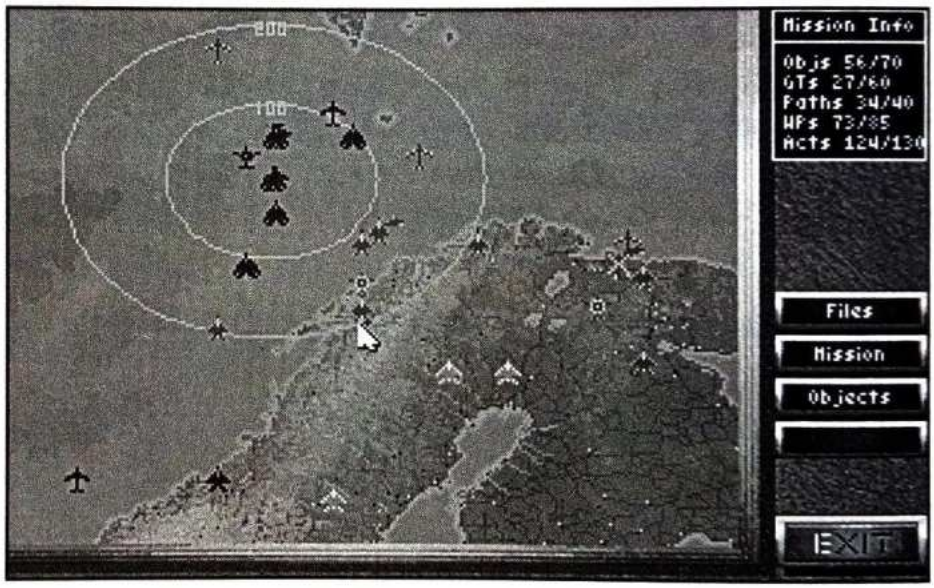


Figure 9-6
Strategic Strike, Return to Norway Mission 5

MISSION 7: STRATEGIC STRIKE: ESCORT B-52 BOMBING ATTACK

This mission is nearly a duplicate of Mission 5. The only differences are the briefing text and starting situation. After reading the briefing text and reviewing the situation map shown in Figure 9-7, refer to Mission 5 (above) for any other information about the mission.

Briefing: Because you were able to knock out the Foxbat reconnaissance aircraft, the Soviets have been temporarily blinded. B-52s are now ordered to conduct air strikes during the confusion. Without proper escort, they will be slaughtered if detected. Your mission is to escort the B-52s while they conduct their raid.

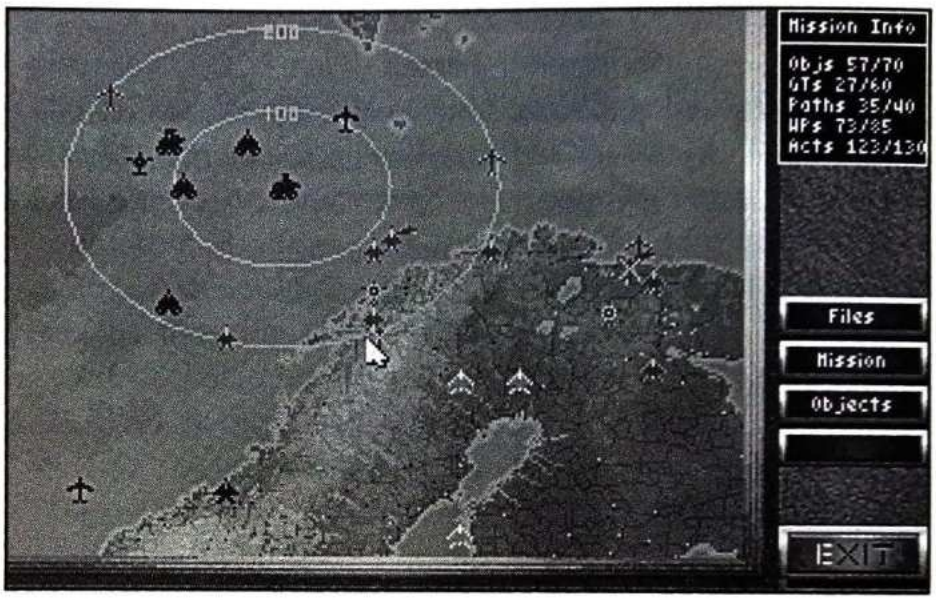


Figure 9-7
Strategic Strike, Return to Norway Mission 7

Missions 6 and 9 (Downbeats!): You fly Mission 6 if you lose Missions 3 or 4 (High-Altitude Recon). You fly Mission 9 if you lose Missions 5 or 7 (Strategic Strike).

MISSION 6: DOWNBEATS! DEFEND AMPHIBIOUS FORCE AGAINST AIR ATTACK

Briefing: Your failure to eliminate the Foxbat has given the Soviets a good look at our forces. A group of Soviet Tu-22M "Backfire" bombers is reportedly on its way to attack our assault group. Their "Downbeat" radar gives them away, making them easy to detect. You are ordered to intercept these bombers well inland before they reach our ships.

- **Victory** Shoot down at least four of the incoming Tu-22M "Backfires"
- **Time** 05:30
- **Weather** High sky
- **Ceiling** 45,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, two FFGs, four LSTs, ten F-14s (Fleet CAP 1, 2, 3, 4; Ready 5), one E-2 (AWACS), one SH-60 (SAR Helo)
- **Enemy Forces** One BCG (*Kirov*), two CGs, two DDGs, two Tu-95Ds, two Su-17s, two MiG-29s, twelve Tu-22Ms, one Mi-8 (Helo)
- **Situation** You and your wingman launch. With the amphibious assault on Narvik underway, three formations of four Tu-22M bombers approach to dispute the invasion. You are directed against the formation that attempts to bomb the amphibious force. Two F-14s on the carrier launch and are directed against the Tu-22Ms that attack your carrier. The third group of four Tu-22Ms is directed to bomb the cruisers in the carrier's battle group. No F-14s are directed at them. Enemy fighter opposition is light.

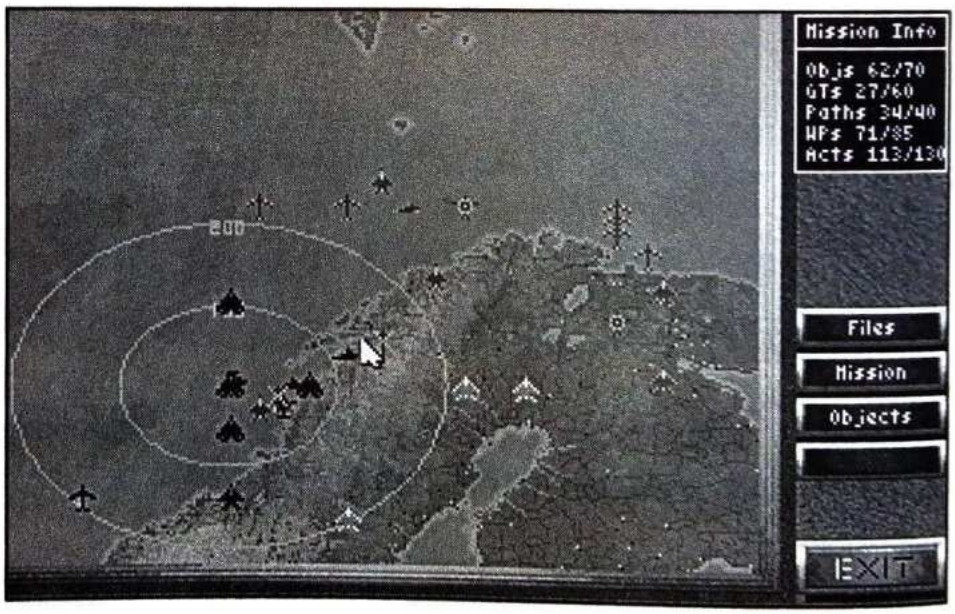


Figure 9-8
Downbeats!, Return to Norway Missions 6 and 9

MISSION 9: DOWNBEATS!: DEFEND AMPHIBIOUS FORCE AGAINST AIR ATTACK

This mission is the exact duplicate of Mission 6 except that the briefing text is different. After reading the briefing text below, refer to Mission 6 found earlier in this chapter for a description of the mission.

Briefing: Your failure to protect our precious B-52s has cost us dearly. Here's your chance at revenge. A group of Soviet Tu-22M "Backfire" bombers is reportedly on its way to attack our assault group. Their "Downbeat" radars give them away, making them easy to detect. You are ordered to intercept these bombers well inland before they reach our ships.

Missions 8 and 11 (Leathernecks!): You fly Mission 8 if you win Missions 5 or 7 (Strategic Strike). You fly Mission 11 if you win Missions 6 or 9 (Downbeats!).

MISSION 8: LEATHERNECKS!: PROVIDE AIR COVER FOR AMPHIBIOUS ASSAULT

Briefing: Due to the successful B-52 strike, the Soviets have been softened up enough to permit a reinforced brigade of Marines to come ashore near Narvik. Retaking the port facilities at Narvik will allow additional heavy equipment and troops to rapidly expand the beachhead. It is vital that this operation succeed. You are ordered to provide a CAP over the landing area until the Marines have firmly established a beachhead.

- **Victory** Shoot down at least four of the enemy ground attack aircraft approaching the beachhead (Su-24s or Su-25s)
- **Time** 09:30
- **Weather** Overcast
- **Ceiling** 15,000

- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, two FFGs, four LSTs, ten F-14s (Fleet CAP 1, 2, 3, 4; Ready 5), one E-2 (AWACS), one SH-60 (SAR Helo)
- **Enemy Forces** One BCG (*Kirov*), two CGs, two DDGs, two Tu-95Ds, two MiG-29s, two Su-27s, five Su-24s, six Su-25s, one Mi-8 (Helo)
- **Situation** The Marines land and fight for control of Narvik. The Soviets send in eleven ground attack aircraft to attack the beachhead and port. You and your wingman, plus two additional F-14s, launch and attempt to intercept this ground attack mission. Enemy fighter cover is unexpectedly light: Only one Su-27 and two MiG-29s fly nearby.

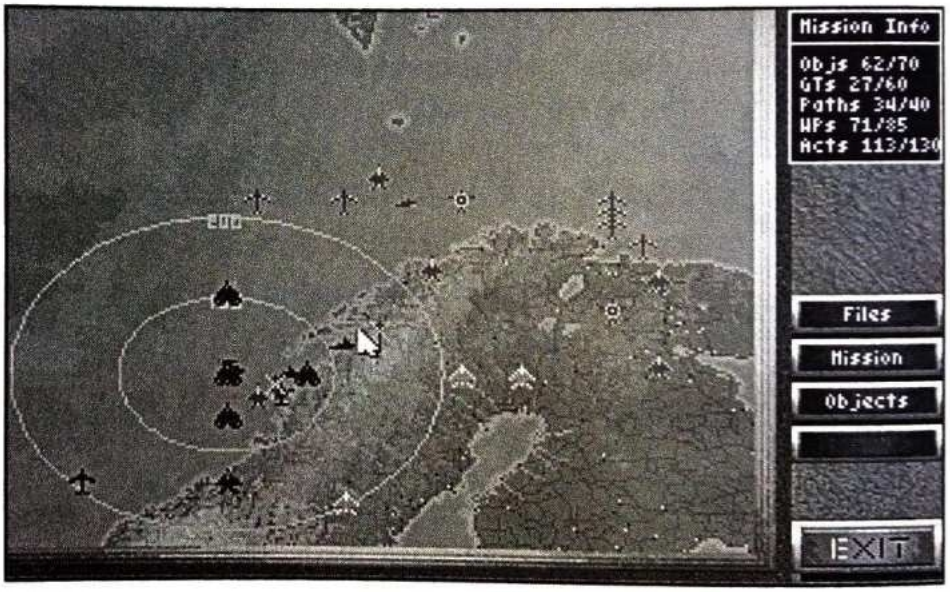


Figure 9-9
Leathernecks!, Return to Norway Missions 8 and 11

MISSION 11: LEATHERNECKS!: PROVIDE AIR COVER FOR AMPHIBIOUS ASSAULT

This mission is the exact duplicate of Mission 8 except that the time, ceiling, and briefing text are different. After reading the briefing text below, refer to Mission 8 found earlier in this chapter for a description of the mission.

Briefing: Congratulations! Due to your successful interception, future "Backfire" raids will likely be called off. This situation permits us to go ahead and attempt to land a reinforced brigade of Marines near Narvik. Retaking the port facilities at Narvik will allow additional heavy equipment and troops to rapidly expand the beachhead. It is vital that this operation succeed. You are, therefore, ordered to provide a CAP over the landing area until the Marines have firmly established a beachhead.

- **Time** 08:30
- **Ceiling** 25,000

Missions 10 and 13 (Scratch One Flattop): You fly Mission 10 if you lose Missions 6 or 9 (Downbeats!). You fly Mission 13 if you lose Missions 8 or 11 (Leathernecks!).

MISSION 10: SCRATCH ONE FLATTOP: ESCORT A-6 AIR STRIKE AGAINST NAVAL TARGETS

Briefing: The full impact of the "Backfire" raid on our future operations has yet to be calculated. Clearly, another such attack could mean the defeat of our plans for retaking Narvik. The Soviets redirect a surface action group toward our beachhead. It is led by a *Kiev*-class CVH with a full complement of Yak fighter-bombers onboard. It must be stopped before it gets within range of our Marines.

- **Victory** Prevent more than six of our strike group from being shot down by enemy fighters while they destroy the carrier
- **Time** 11:30
- **Weather** Overcast
- **Ceiling** 25,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, ten F-14s (Fleet CAP 1, 2, 3, 4; Ready 5), one E-2 (AWACS), twelve A-6Es, one SH-60 (SAR Helo)

- **Enemy Forces** One CVH (*Kiev*), one BCG (*Kirov*), two CGs, two DDGs, four Yak-38s, four MiG-29s, two Ka-27s (Helo), one Ka-25 (Helo), one Mi-24 (Helo)
- **Situation** You, your wingman, and two additional F-14s launch and escort twelve A-6Es in an attack on an approaching Soviet task force containing a *Kiev*-class CVH. On the way to the task force, you may encounter two MiG-29s. Near the task force are two MiG-29s, four Yak-38s, and a number of search and rescue (SAR) helicopters.

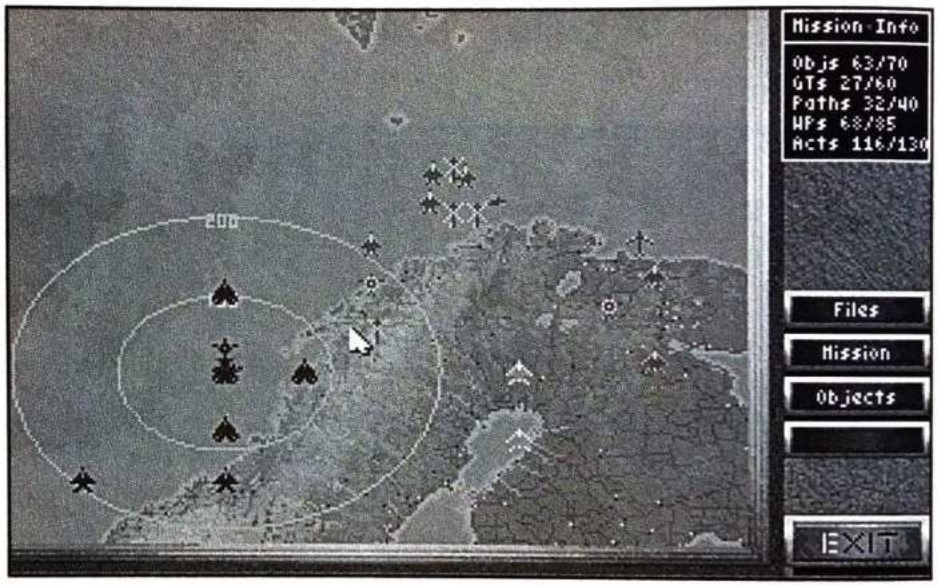


Figure 9-10
Scratch One Flattop, Return to Norway Missions 10 and 13

MISSION 13: SCRATCH ONE FLATTOP: ESCORT A-6 AIR STRIKE AGAINST NAVAL TARGETS

This mission is the exact duplicate of Mission 10 except that the time of the mission and the briefing text are different. After reading the briefing text below, refer to Mission 10 found earlier in this chapter for a description of the mission.

Briefing: Your failure to adequately cover the landings has led to a delay in moving men off the beach. While our men remain floundering offshore, the Soviets redirect a surface action group toward our beachhead. It is led by a *Kiev*-class CVH with a full comple-

ment of Yak fighter-bombers onboard. It must be stopped before it gets within range of our Marines.

- **Time** 13:30

Missions 12 and 15 (Hornet's Nest): You fly Mission 12 if you win Missions 8 or 11 (Leathernecks!). You fly Mission 15 if you win Missions 10 or 13 (Scratch One Flattop).

MISSION 12: HORNET'S NEST: ESCORT A-6E GROUND ATTACK IN SUPPORT OF MARINE BEACHHEAD

Briefing: Way to go! With the Marines successfully ashore, they are now involved in fierce combat. A-6Es from the carrier are requested to perform close air support missions. The lightly armed Leathernecks have yet to offload their artillery and vehicles. Without this air support, they will be easily crushed. Your mission is to escort the strike aircraft to their targets. A major Soviet effort is underway to crush the beachhead, so expect plenty of Soviet fighters in the area.

- **Victory** Prevent more than three of our aircraft from being shot down by enemy fighters while they provide support
- **Time** 17:30
- **Weather** Overcast
- **Ceiling** 35,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, ten F-14s (Fleet CAP 1, 2, 3, 4; Ready 5), one E-2 (AWACS), six A-6Es, one SH-60 (SAR Helo)
- **Enemy Forces** One CVH (*Kiev*), one BCG (*Kirov*), two CGs, two DDGs, four Yak-38s, four MiG-29s, one Ka-27 (Helo)
- **Situation** You, your wingman, two additional F-14s, and six A-6Es launch and proceed to the Marine beachhead at Narvik. The A-6Es bomb targets in the area in support of the Marines. You and the other F-14s provide air cover for the A-6Es. Now, two Yak-38s and two MiG-29s patrol the Narvik area.

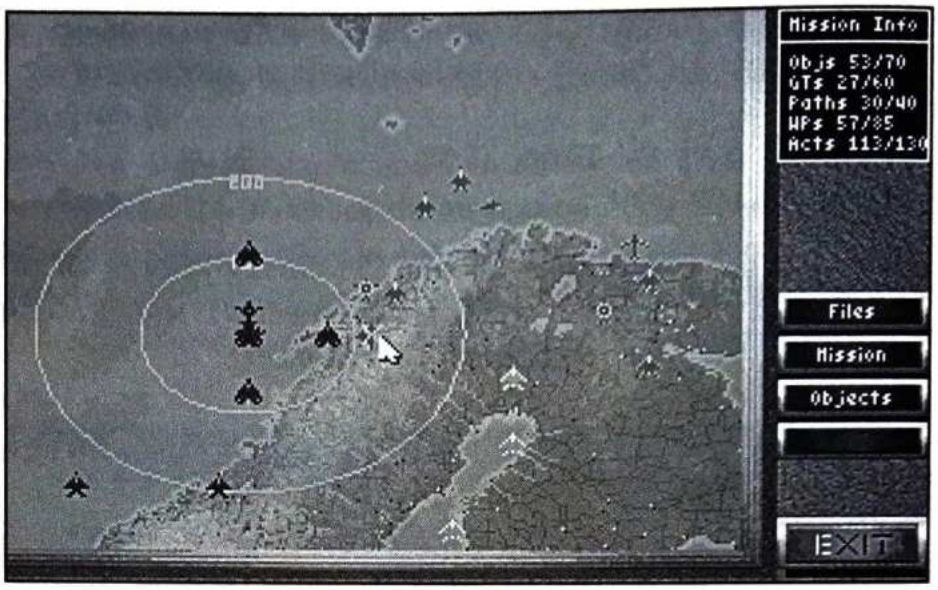


Figure 9-11
Hornet's Nest, Return to Norway Missions 12 and 15

MISSION 15: HORNET'S NEST: ESCORT A-6E GROUND ATTACK IN SUPPORT OF MARINE BEACHHEAD

This mission is the exact duplicate of Mission 12 except that cloud ceiling and briefing text are different. After reading the briefing below, refer to Mission 12 found earlier in this chapter for a description of the mission.

Briefing: Fantastic job! Our air strike has successfully damaged or sunk enough of the Soviet fleet to force it to abort its mission. Because of this, A-6Es from the carrier are now free to conduct critical ground attack missions over Narvik. These missions are desperately needed by the Marines ashore. Your mission is to escort the strike aircraft to their targets.

✪ **Ceiling** 25,000

Missions 14 and 17 (Big Yak Attack): You fly Mission 14 if you lose Missions 10 or 13 (Scratch One Flattop). You fly Mission 17 if you lose Missions 12 or 15 (Hornet's Nest).

MISSION 14: BIG YAK ATTACK: DEFEND BEACHHEAD AGAINST AIR ATTACK BY YAK-38S

Briefing: The failure of our air strike to cripple the Soviet surface action group has allowed it to launch an air strike of its own. Carrier-based Yak-38s are detected heading toward Narvik and our beachhead there. Due to the congestion on the beach, an air strike at this time could be devastating. The tenuous nature of our foothold demands that these aircraft be intercepted. You are ordered to intercept the Yaks and prevent them from attacking the Marines on the beach.

- **Victory** Stop the big Yak attack by shooting down at least four of the incoming Yaks
- **Time** 07:30
- **Weather** Overcast
- **Ceiling** 25,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, eight F-14s (Fleet CAP 1, 2, 3; Ready 5), one E-2 (AWACS), one SH-60 (SAR Helo)
- **Enemy Forces** One CVH (*Kiev*), one BCG (*Kirov*), two CGs, two DDGs, sixteen Yak-38s, two MiG-29s, one Ka-27 (Helo)
- **Situation** Near Banak, twelve Yak-38s loaded with ordnance head for the Marine beachhead with an escort of two Yak-38s. Much closer are two MiG-29s. You and your wingman launch and proceed to help the two F-14s on CAP over the beachhead defending against this attack. Don't forget that the Ready 5 can also be called on for help..

MISSION 17: BIG YAK ATTACK: DEFEND BEACHHEAD AGAINST AIR ATTACK BY YAK-38S

This mission is the exact duplicate of Mission 14 except the Big Yak Attack has an additional two Yak-38s escorts for a total of four. After reading the briefing text below, refer to Mission 14 found earlier in this chapter for a description of the mission.

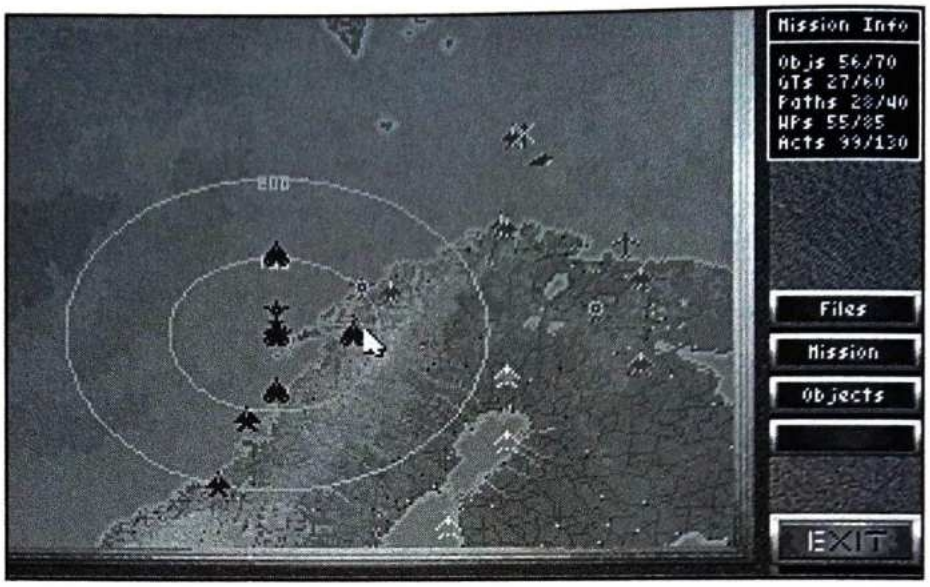


Figure 9-12
Big Yak Attack, Return to Norway Missions 14 and 17

Briefing: The failure of our carrier air strikes has enabled the Soviets to station Yak-38s very close to the front lines. These VTOL aircraft are easily hidden among the forests outside Narvik and are now only minutes away. Due to the congestion on the beach, an air strike at this time could be devastating. You are ordered to intercept the Yaks and prevent them from attacking the Marines on the beach.

Missions 16 and 19 (Fighter Sweep): You fly Mission 16 if win Missions 12 or 15 (Hornet's Nest). You fly Mission 19 if you win Missions 14 or 17 (Big Yak Attack).

MISSION 16: FIGHTER SWEEP: FIGHT FOR AIR SUPERIORITY OVER BEACHHEAD

Briefing: Great mission! The strike missions were successful in breaking up the Soviet troop concentrations that threatened our beachhead. To keep this from happening again, the Soviets institute strong fighter sweeps over the area at regular intervals. In addition, the Soviets mount a strong CAP over Narvik. You are ordered to intercept the enemy fighter sweep and to break up the Soviet CAP. It is extremely important that we reestablish air superiority over our beachhead.

- **Victory** Shoot down at least five of the enemy fighters
- **Time** 11:30
- **Weather** Overcast
- **Ceiling** 25,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, eight F-14s (Fleet CAP 1, 2, 3; Ready 5), one E-2 (AWACS), one SH-3 (SAR Helo)
- **Enemy Forces** One CVH (*Kiev*),one BCG (*Kirov*), two CGs, two DDGs, two Yak-38s, six MiG-23s, eight MiG-31s
- **Situation** The only aircraft over Narvik now are two F-14s on CAP. However, that is about to change. Six MiG-23s come down from the north in a ladder formation, followed by two groups of four MiG-31s in wall formations. You, your wingman, and an additional CAP of two F-14s fly to Narvik to help the two F-14s on CAP there.You can also call on the Ready 5 to help hold off the Soviet fighter sweep.

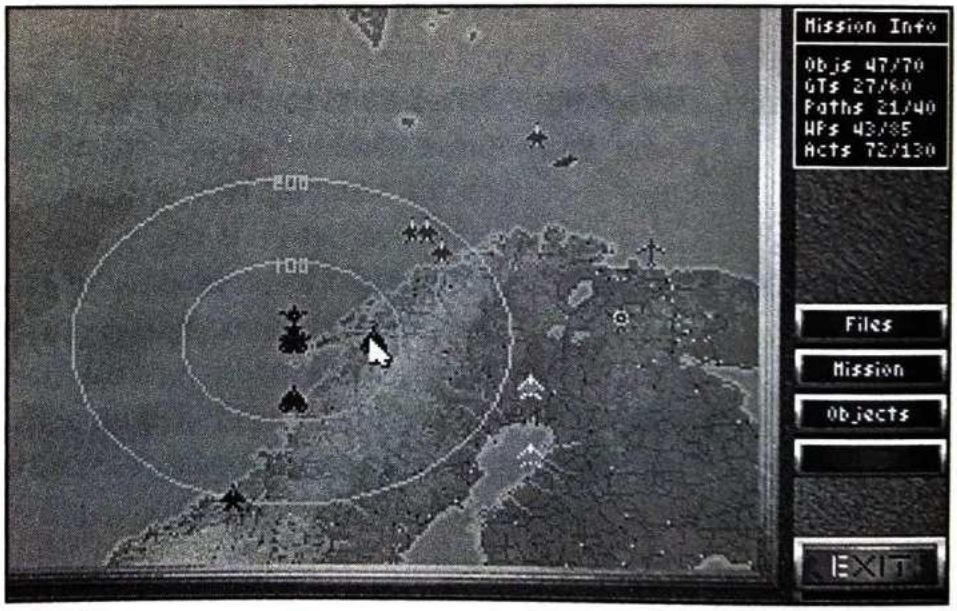


Figure 9-13
Fighter Sweep, Return to Norway Missions 16 and 19

MISSION 19: FIGHTER SWEEP: FIGHT FOR AIR SUPERIORITY OVER BEACHHEAD

This mission is a duplicate of Mission 16 except that six MiG-31s have been substituted for the six MiG-23s and eight Su-17s have replaced the eight MiG-31s. After reading the briefing text below, refer to Mission 16 found earlier in this chapter for a description of the mission.

Briefing: Good job! You really caught them off guard this time. Downing those Yaks has really helped the Marines on the ground. However, due to your success, the Soviets are determined not to allow this to happen again. A squadron of the Soviet Union's best fighters provides CAP over Narvik. In addition, your radar detects a strong fighter sweep moving south down the spine of the country. You are ordered to intercept the fighter sweep and to break up the CAP over Narvik.

Missions 18 and 21 (Defend the Beachhead): You fly Mission 18 if you lose Missions 14 or 17 (Big Yak Attack). You fly Mission 21 if you lose Missions 16 or 19 (Fighter Sweep).

MISSION 18: DEFEND THE BEACHHEAD: DEFEND THE NARVIK BEACH HEAD AGAINST AIR ATTACK

Briefing: The failure to prevent the Yaks from bombing the Marines means that our operation on the beach must stop. Encouraged by the seeming lack of resistance, another flight of Soviet aircraft head toward the beach front. With friendly casualties mounting fast on the beaches, another successful air strike on the Marines' positions could mean defeat. Your mission is to intercept this incoming strike before it can bomb our positions.

- **Victory** Shoot down at least four of the incoming enemy bombers (Su-24s and Su-25s)
- **Time** 11:30
- **Weather** Overcast
- **Ceiling** 25,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, eight F-14s (Fleet CAP 1, 2, 3; Ready 5), one E-2 (AWACS), one SH-3 (SAR Helo)
- **Enemy Forces** One CVH (*Kiev*), one BCG (*Kirov*), two CGs, two DDGs, two Yak-38s, six MiG-29s, four Su-25s, eight Su-24s
- **Situation** The Soviets mount another air attack against the Narvik beachhead. This time, one group of four Su-25s and two groups of four Su-24s participate. Their air cover is provided by six MiG-29s now over Narvik. A CAP of two F-14s launches and flies to Narvik to help you out.

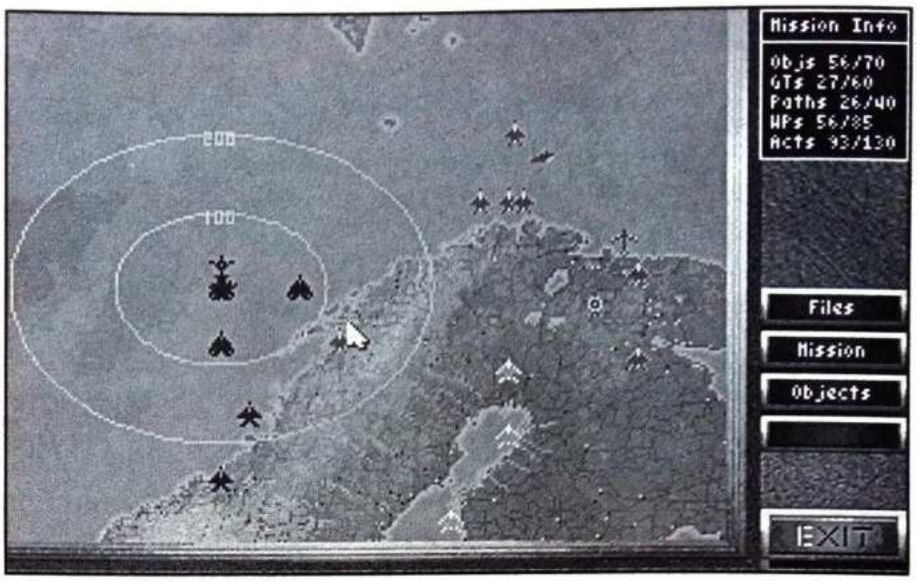


Figure 9-14
Defend the Beachhead, Return to Norway Missions 18 and 21

With them, and perhaps the Ready 5, you and your wingman must drive the six MiGs over Narvik off before the bombers arrive, then prevent the bombers from conducting a successful attack.

MISSION 21: DEFEND THE BEACHHEAD: DEFEND THE NARVIK BEACH HEAD AGAINST AIR ATTACK

This mission is an exact duplicate of Mission 18 except for the different briefing text. After reading the briefing text below, refer to Mission 18 found earlier in this chapter for a description of the mission.

Briefing: Your failure to wrest control of the airspace over the beachhead has cost us dearly. Encouraged by our seeming lack of resistance, another flight of Soviet aircraft heads for the beach front. With friendly casualties mounting fast on the beaches, another successful air strike on the Marines' positions could mean defeat. Your mission is to intercept this incoming strike before it can bomb our positions.

Missions 20, 23, and 24 ('Chutes): You fly Mission 20 if you win Missions 16 or 19 (Fighter Sweep). You fly Mission 23 if win Missions 18 or 21 (Defend the Beachhead). You fly Mission 24 if you win Mission 23 (Ground Assault).

MISSION 20: 'CHUTES: ESCORT PARACHUTE DROP INTO THE NARVIK BEACHHEAD

Briefing: Because you were able to establish control of the airspace over Narvik, NATO decides to reinforce the Marines by air. SACEUR releases the 1/75th Ranger battalion from duty in Central Europe. This unit is now scheduled to make a risky jump directly onto the beachhead. We cannot afford to lose a single transport, however. Your mission is to escort the C-130s and ensure that all the Rangers reach the drop zone safely.

- **Victory** Prevent more than two of the C-130s from being shot down by enemy fighters
- **Time** 11:30
- **Weather** Overcast
- **Ceiling** 25,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, ten F-14s (Fleet CAP 1, 2, 3; Escorts; Ready 5), one E-2 (AWACS), six C-130s, one SH-3 (SAR Helo)
- **Enemy Forces** One CVH (*Kiev*), one BCG (*Kirov*), two CGs, two DDGs; two Yak-38s, two Su-24s, four MiG-29s, eight Su-27s
- **Situation** You and your wingman are already airborne and escorting six C-130s to Narvik, where the paratroopers that they are carrying will parachute onto the Narvik beachhead. Two F-14s will launch to join your escort, and two others will conduct a CAP over Narvik. There are now four MiG-29s over Narvik. Two groups of four Su-27s (one in combat spread formation and one in ladder formation) are located north of Narvik. They have been alerted to the presence of the C-130s and are coming after them. Just to make things really interesting, two Su-24s are trying to sneak in a bombing attack on the beachhead as well.

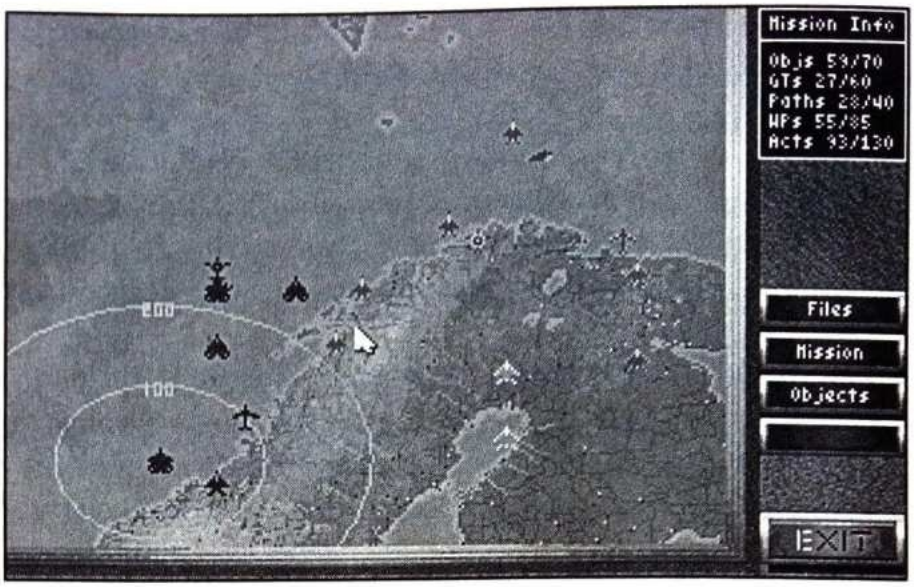


Figure 9-15
'Chutes, Return to Norway Missions 20, 23, and 24

MISSION 23: 'CHUTES: ESCORT PARACHUTE DROP INTO THE NARVIK BEACHHEAD

This mission is an exact duplicate of Mission 20 except for the different briefing text. After reading the briefing text below, refer to Mission 20 found earlier in this chapter for a description of the mission.

Briefing: Great mission! Your successful defense of our beachhead has convinced SACEUR to reinforce the Marines by air. The 1/75th Ranger battalion is released for operations in Norway. The Rangers schedule a jump near Narvik to assist the Marine units fighting there. We cannot afford to lose a single transport, however. Your mission is to escort the C-130s and to ensure that all the Rangers reach the drop zone safely.

MISSION 24: 'CHUTES: ESCORT PARACHUTE DROP INTO THE NARVIK BEACHHEAD

This mission is an exact duplicate of Mission 20 except for the different briefing text and the slightly different starting position for the E-2. After reading the briefing text below, refer to Mission 20 found earlier in this chapter for a description of the mission.

Briefing: Outstanding mission! Your quick thinking has probably saved the entire operation. Turning back the ground assault gives us an opportunity to reinforce the Marines by air. SACEUR releases the 1/75th Ranger battalion for duty in Norway. The Rangerís schedule a jump near Narvik to assist the Marine units fighting there. We cannot afford to lose a single transport. Your mission is to escort the C-130s and to ensure that all the Rangers reach the drop zone safely.

Mission 22 (Ground Assault): You fly this mission if you lose Missions 18 or 21 (Defend the Beachhead).

MISSION 22: GROUND ASSAULT: ESCORT GROUND ATTACK AIRCRAFT IN SUPPORT OF NARVIK BEACHHEAD DEFENSE

Briefing: Your failure to stop the recent round of air strikes has led to a very serious situation on the beach. Marine casualties climb to nearly 50 percent. Protected by their fighter umbrella, the Soviets mount a massive armored drive in order to eliminate our beachhead. The Marines are not equipped to stand up to such a heavy ground attack and require air support. A-7Es are called in to break up the Soviet troop concentrations. Your mission is to provide an escort for the Corsairs.

- **Victory** Prevent more than three of the A-7Es from being shot down by enemy aircraft while they attack the Soviet troops
- **Time** 11:30
- **Weather** Overcast

- **Ceiling** 25,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, eight F-14s (Fleet CAP 1, 2, 3; Ready 5), one E-2 (AWACS), eight A-7Es, one SH-3 (SAR Helo)
- **Enemy Forces** One CVH (*Kiev*), one BCG (*Kirov*), two CGs, two DDGs, one Tu-16, two Su-24s, four MiG-29s, two Yak-38s, four MiG-31s
- **Situation** You and your wingman escort two groups of four A-7Es that are to attack Soviet ground positions near the Narvik beachhead. A CAP of two F-14s bound for Narvik launch with you, and the Ready 5 is available, as well. Now, four MiG-29s and four MiG-31s provide CAP over Narvik. The MiG-29s fly in a box formation at 20,000 feet, and the MiG-31s fly in a box at 5000 feet. Four Su-24s approach Narvik from the north to bomb the Marine positions.

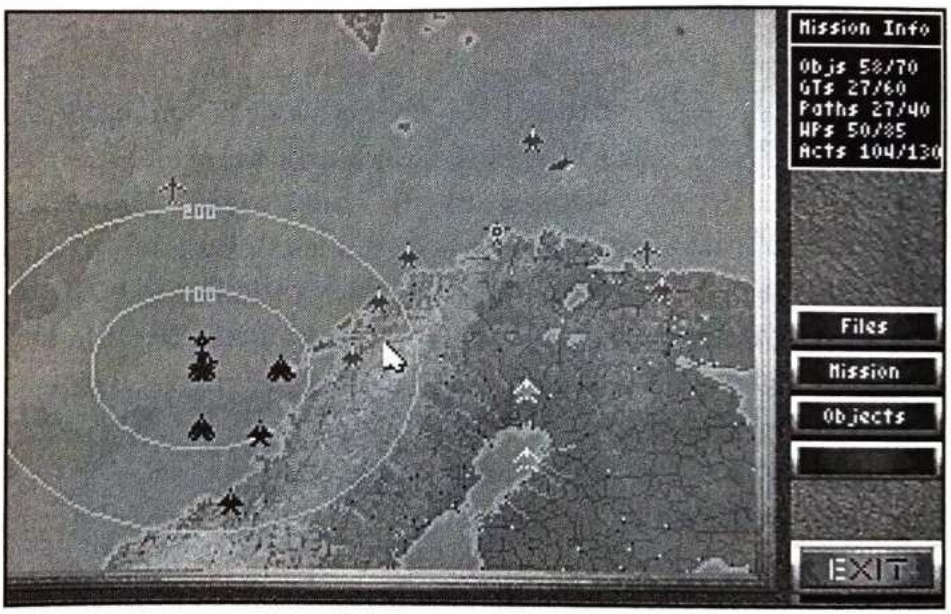


Figure 9-16
Ground Assault, Return to Norway Mission 22

Mission 25 (Last Stand): You fly this mission if you lose Mission 22 (Ground Assault).

MISSION 25: LAST STAND: DEFEND NARVIK BEACHHEAD AGAINST AIR ATTACK

Briefing: The failure to halt the Soviet counterattack has led to a critical situation. Soviet tanks operating with lavish air support push

the lightly armed Marines back to the beach. Casualties mount steadily within the pocket, and landing craft are called in to withdraw our forces, if necessary. Your mission is to provide a CAP over the beachhead while the Marines attempt to stabilize the situation. This is a last-ditch effort. If your CAP fails, we will be forced to withdraw the Marines and will, therefore, lose the campaign.

- **Victory** Shoot down at least six of the incoming bombers
- **Time** 13:30
- **Weather** High sky
- **Ceiling** 35,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, ten F-14s (Fleet CAP 1, 2, 3, 4; Ready 5), one E-2 (AWACS), one SH-3 (SAR Helo)
- **Enemy Forces** One CVH (*Kiev*), one BCG (*Kirov*), two CGs, two DDGs, two Yak-38s, twelve Su-25s, four MiG-29s, four Mi-24s (Helo)
- **Situation** You and your wingman, along with four other F-14s assigned to CAP over Narvik, must prevent a successful air attack by the Soviets. Nearest to the beachhead, four Mi-24 Hind helicopter gunships approach from the north. Behind them, four MiG-29s and four Su-25s fly toward the beach front, followed by eight more Su-25s.

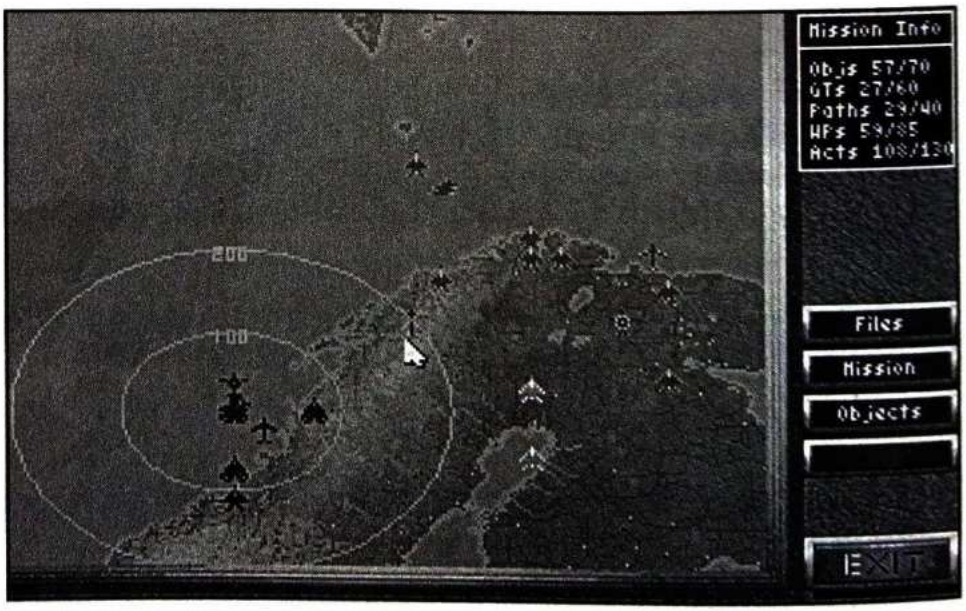
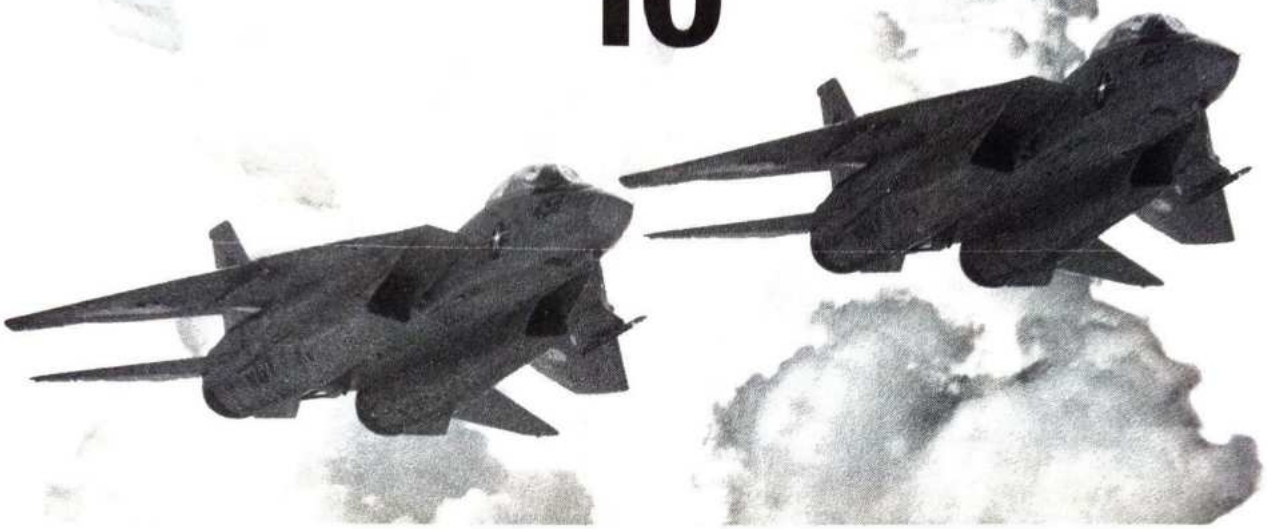


Figure 9-17
Last Stand,
Return to Norway
Mission 25

ASSAULT ON THE KOLA PENINSULA

10



The Assault on the Kola Peninsula Campaign takes the NATO counterattack into the Soviet Union itself. Having first slowed the Soviet invasion of Norway and then pushed the enemy back out of that country, we must now deliver a knockout blow to the bases of their northern fleets. Success in this campaign will guarantee a safe North Atlantic supply line for the reinforcement of Europe.

Your carrier battlegroup provides most of the air cover and bombing strength for attacks on Soviet naval bases in the Kola Peninsula, including Murmansk, Pechenga, and the sub pens at Saya Guba. Since Soviet fighter strength has been depleted, some inferior aircraft like the MiG-23 and MiG-25 are thrown into this fight. But plenty of their front-line aircraft remain. Cruise missiles are still a threat, as well.

SITUATION AND MISSIONS

The general situation in this theater is shown in Figure 10-1. Note that all of the Norwegian airfields have been recaptured from the

Soviets. At least one Norwegian F-16 flies CAP over Banak throughout this campaign. Norwegian bombers from Bardufoss also attack the Murmansk area during most of the missions of this campaign. There is usually a Soviet AWACS aircraft on the far northeastern edge of the map, but it is too distant to attack. Note the relative placement of air patrols from the neutral nations of Finland and Sweden.

Figure 10-1
Situation at the start of the Assault on the Kola Peninsula Campaign

The Assault on the Kola Peninsula Mission Tree is shown in Figure 10-2. An explanation of how to read this tree is found at the start of Chapter 5. The individual missions of this campaign are described in the remainder of this chapter. For each mission, there is an accompanying situation map showing the starting location of the forces on each side. Remember, the Assault on the Kola Peninsula takes place in the North Cape theater.

MISSION 1: OPENING ROUND: ESCORT A-6E AIR STRIKE

Briefing: Our carrier moves to within striking distance of the Kola Peninsula. The crew is well aware of the historical significance of this moment. We are about to carry out the United States' first air

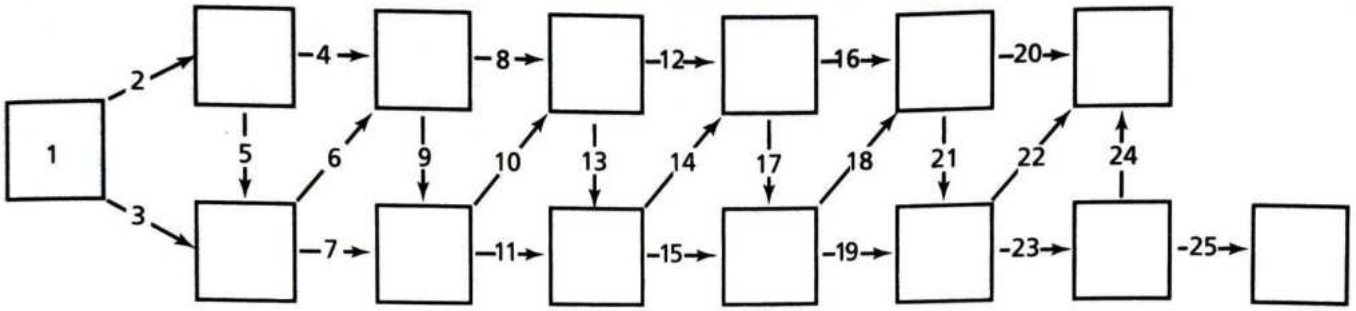


Figure 10-2 Assault on the Kola Peninsula Mission Tree

Mission #	Name	Mission #	Name
1	Opening Round	12 and 14	Sub Pens at Saya Guba
2	Fighter Sweep	15 and 17	Crippled Cat
3 and 5	Going Bear Hunting	16 and 18	TARPS
4 and 6	Artic Iron Hands	19 and 21	Soviet Surge
7 and 9	Intercept the Bombers	20, 22, and 24	Mission to Murmansk
8 and 10	Strategic Strike	23	Bounced
11 and 13	Rescue at Sea	25	Vampire. . .Vampire!

campaign against the Soviet Union proper. Accordingly, the deck is a blur of excitement and activity. This opening round consists of a raid on the naval facilities located at the port of Pechenga. Your mission is to escort the strike package to the target and back.

- **Victory** Prevent more than three of the strike aircraft from being shot down by enemy fighters before they can unload on the port
- **Time** 13:30
- **Weather** High sky
- **Ceiling** 35,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, ten F-14s (Fleet CAP 1, 2, 3, 4; Ready 5), 1 E-2C (AWACS), six A-6Es, 1 SH-60 (SAR Helo), 1 SH-3 (SAR Helo)
- **Enemy Forces** One CG, two DDGs, two FFGs, two Tu-16Ls, two Tu-22Ms
- **Situation** You, your wingman, and two other F-14s launch and then accompany six A-6Es on an air strike against Pechenga. Your only fighter opposition is an Su-27 over Murmansk and an Su-17 further north. While your raid is underway, two Tu-22Ms attempt to get close to the *Nimitz* and attack her. At the same time, two GR 1s from Bardufoss attempt to bomb Murmansk.

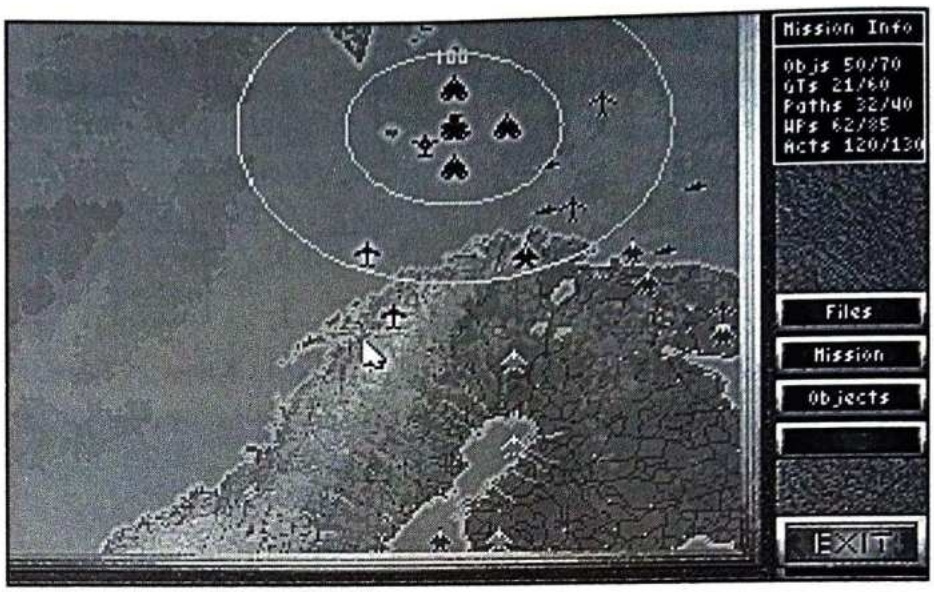


Figure 10-3
Opening Round, Assault on the Kola Peninsula Mission 1

MISSION 2: FIGHTER SWEEP: INTERCEPT ENEMY FIGHTER SWEEP AND GAIN AIR SUPERIORITY

Briefing: Congratulations on a great mission! Our opening gambit was quite a success. Poststrike reconnaissance reports that the raid left the dockyard at Pechenga burning. Now that the Soviets have been made painfully aware of our presence, squadrons of their fighter aircraft move from Central Europe to face us. Regular fighter sweeps are instituted. Your mission is to intercept and engage one of these fighter sweeps.

- **Victory** Shoot down at least four of the enemy aircraft
- **Time** 15:30
- **Weather** High sky
- **Ceiling** 35,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs;, ten F-14s (Fleet CAP 1, 2, 3, 4; Ready 5), 1 E-2C (AWACS), 1 SH-60 (SAR Helo), 1 SH-3 (SAR Helo)
- **Enemy Forces** One CG, two DDGs, two FFGs; two IL-38s, six Su-27s, two Su-17s, two MiG-29s
- **Situation** You, your wingman, and two other F-14s launch and fly to intercept a fighter sweep of six Su-27s north of Murmansk. If you stray

to the south, you may encounter Soviet CAPs in that direction. Two Su-17s are stationed near the Soviet sub pens, and two MiG-29s are near Murmansk. While your raid is underway, two GR 1s from Bardufoss attack the Soviet sub pens.

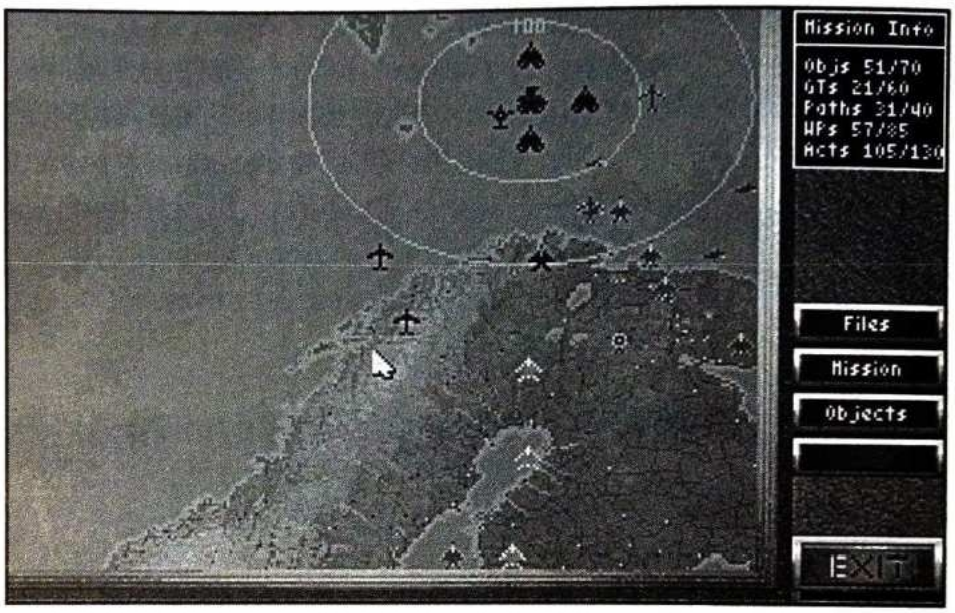


Figure 10-4
Fighter Sweep, Assault on the Kola Peninsula Mission 2

Missions 3 and 5 (Going Bear Hunting): You fly Mission 3 if you lose Mission 1 (Opening Round). You fly Mission 5 if you lose Mission 2 (Fighter Sweep).

MISSION 3: GOING BEAR HUNTING: HUNT AND DESTROY TU-95D "BEARS" THAT ARE TRYING TO LOCATE THE *NIMITZ*

Briefing: Our strike aircraft suffered prohibitively high casualties on their initial mission. As a result, we postpone all future strikes and withdraw while we reevaluate our tactics. In the meantime, a number of "Big Bulge" search radars light up in a wide north-to-south pattern. This many radars in such a linear array can mean only one thing: Tu-95D "Bear" reconnaissance aircraft on the prowl. Your mission is to intercept and destroy these aircraft before they can locate our *Nimitz* battlegroup for their bombers.

- **Victory** Shoot down at least three of the Tu-95D "Bears"
- **Time** 15:30
- **Weather** High sky
- **Ceiling** 35,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, ten F-14s (Fleet CAP 1, 2, 3, 4; Ready 5), one E-2C (AWACS), one S-3, two SH-60s (SAR Helo), one SH-3 (SAR Helo)
- **Enemy Forces** Four Tu-95D, six MiG-29s, two Tu-22Ms
- **Situation** You, your wingman, and two other F-14s launch and then hunt four Tu-95Ds approaching from the northeast. The Bears are spread out and attempt to find the *Nimitz* on radar so that a strike against the carrier can be made by two T-22s approaching from the east. Four MiG-29s escort the Tu-95Ds, and two MiG-29s fly in front of the Tu-22Ms.

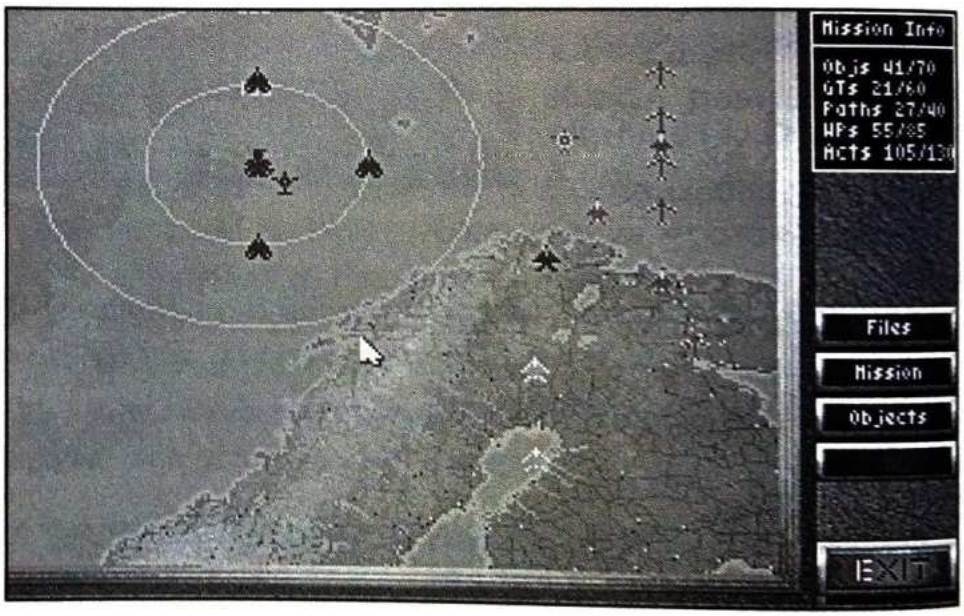


Figure 10-5
Going Bear Hunting, Assault on the Kola Peninsula Missions 3 and 5

MISSION 5: GOING BEAR HUNTING: HUNT AND DESTROY TU-95D "BEARS" THAT ARE TRYING TO LOCATE THE *NIMITZ*

This mission is identical to Mission 3 except the briefing text is different. After reading the briefing text, refer to Mission 3 for information about the situation and deployment of forces.

Briefing: Your failure to intercept those Soviet fighters has made them aware of our precarious position. Now, the Soviet strategy is to stop at nothing to destroy the *Nimitz*. Accordingly, we withdraw westward several hundred miles. Unfortunately, a number of "Big Bulge" search radars light up in a wide linear array off to the east. This can mean only one thing: Tu-95D "Bear" reconnaissance aircraft on the prowl. Your mission is to intercept and destroy these aircraft before they can locate our carrier battlegroup for their bombers.

Missions 4 and 6 (Arctic Iron Hands): You fly Mission 4 if you win Mission 2 (Fighter Sweep). You fly Mission 6 if you win Mission 3 (Going Bear Hunting).

MISSION 4: ARCTIC IRON HANDS: ESCORT A-6E AIR STRIKE

Briefing: Great job! Eliminating those fighters certainly helps out. Because they made life so rough for us last time out, the SAM batteries must be suppressed before we send in another strike package. Your mission is to escort the HARM-equipped A-6Es while they attempt to take out the SAM radars dotting the coast. Nicknamed "Arctic Iron Hands," these antiradar missions are crucial to our continued success.

- **Victory** Prevent three or more of the A-6Es from being shot down by enemy fighters until they launch on the SAMs
- **Time** 13:30
- **Weather** High sky
- **Ceiling** 35,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, ten F-14s (Fleet CAP 1, 2, 3, 4; Ready 5), one E-2C (AWACS), four A-6Es, two SH-60s (SAR Helo), one SH-3 (SAR Helo)
- **Enemy Forces** Two DDGs, two FFGs, two Tu-16Ls, two Tu-22Ms, two Su-27s, four Mi-24s (Helo)
- **Situation** You, your wingman, and two other F-14s launch and then accompany four A-6Es on an air strike against a SAM battery on the north coast of the Kola Peninsula. You fly near a Soviet DDG and two

FFGs. Near the target, four Mi-24 "Hind" helicopters patrol. There are two Su-27s nearby: one over Murmansk and another to the west of Murmansk. While your raid is underway, two Tu-22Ms attempt to get close to the *Nimitz* and attack her. Two Norwegian GR 1s take off from Bardufoss and attempt to bomb Murmansk.

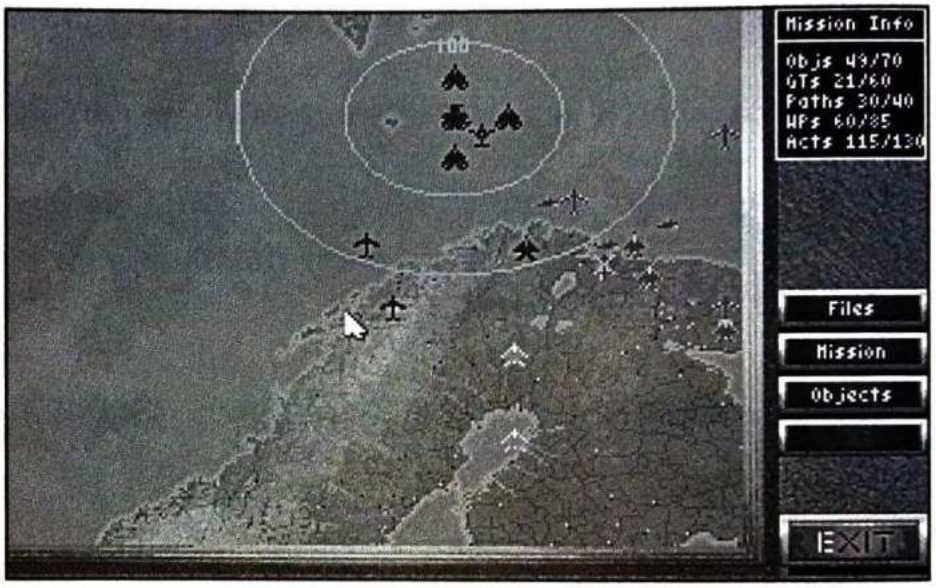


Figure 10-6
Going Bear Hunting, Assault on the Kola Peninsula Missions 4 and 6

MISSION 6: ARCTIC IRON HANDS: ESCORT A-6E AIR STRIKE

This mission is identical to Mission 4 except the briefing text is different. After reading the briefing text, refer to Mission 4 for information about the situation and deployment of forces.

Briefing: Great job! Eliminating those "Bears" certainly helps our ships remain hidden a little while longer. Because they made life so rough for us last time out, the SAM batteries must be suppressed before we send in another strike package. Your mission is to escort the HARM-equipped A-6Es while they attempt to take out the SAM radars dotting the coast. Nicknamed "Arctic Iron Hands," these antiradar missions are crucial to our continued success.

Missions 7 and 9 (Intercept the Bombers): You fly Mission 7 if you lose Missions 3 or 5 (Going Bear Hunting). You fly Mission 9 if you lose Missions 4 or 6 (Arctic Iron Hands).

MISSION 7: INTERCEPT THE BOMBERS: INTERCEPT SOVIET BOMBERS BEFORE THEY CAN LAUNCH MISSILES AGAINST THE CARRIER

Briefing: Your failure to intercept the "Bears" has allowed the Soviets to locate and target our carrier. Now that we are on their doorstep, the Soviets are likely to press home their attacks with a renewed determination. A large formation of bombers assembles south of Murmansk. Your mission is to intercept this group of bombers before it can attack our carrier. Be aware that if the bombers are equipped with stand-off missiles, they can launch their attack from within their SAM belt.

- **Victory** Shoot down at least four of the enemy bombers
- **Time** 15:30
- **Weather** High sky
- **Ceiling** 35,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, eight F-14s (Fleet CAP 1, 2, 3; Ready 5), one E-2C (AWACS), two SH-60s (SAR Helo), one SH-3 (SAR Helo)
- **Enemy Forces** One DDG, two FFGs, two Tu-95D, four Su-27s, six Tu-22Ms, two Su-17s, two MiG-29s
- **Situation** You and your wingman launch and attempt to intercept the six Tu-22Ms approaching from the east. The bombers are escorted by four Su-27s. In addition, two enemy Su-17s patrol north of the Kola Peninsula, and two MiG-29s fly over Murmansk. Two Norwegian Gr 1s fly off to bomb Severomorsk, which is near Murmansk.

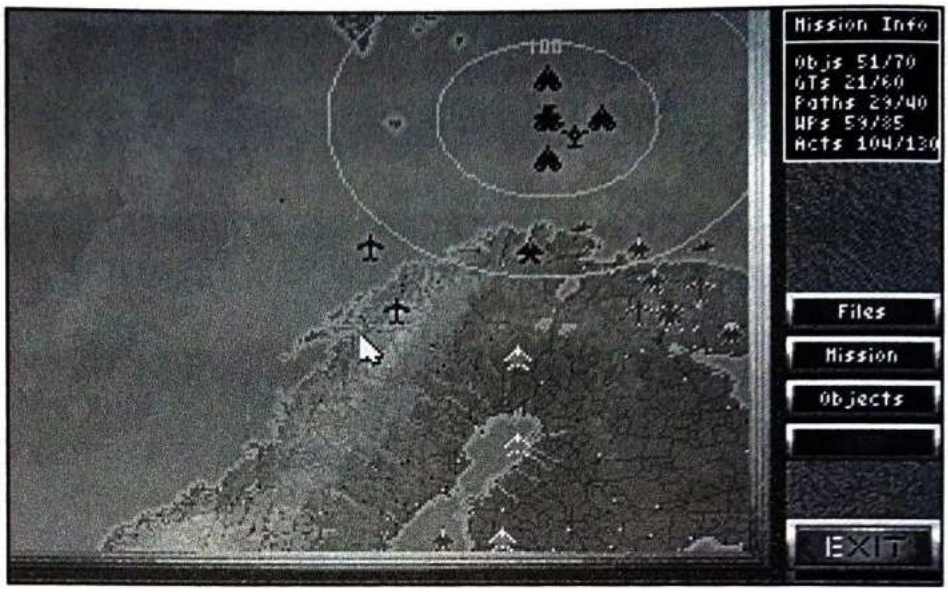


Figure 10-7
Intercept the Bombers, Assault on the Kola Peninsula Missions 7 and 9

MISSION 9: INTERCEPT THE BOMBERS: INTERCEPT SOVIET BOMBERS BEFORE THEY CAN LAUNCH MISSILES AGAINST THE CARRIER

This mission is identical to Mission 7 except the briefing text is different. After reading the briefing text, refer to Mission 7 for information about the situation and deployment of forces.

Briefing: The failure of our "Iron Hands" mission has caused us to rethink our target priorities. We must be more circumspect in the future. Now that we are on their doorstep, the Soviets are likely to press home their attacks with a renewed determination. A large formation of bombers assembles south of Murmansk. Your mission is to intercept the bombers before they can attack the *Nimitz*. Be aware that if the bombers are equipped with stand-off missiles, they may be able to launch their attack from within their SAM belt.

Missions 8 and 10 (Strategic Strike): You fly Mission 8 if you win Missions 4 or 6 (Arctic Iron Hands). You fly Mission 10 if you win Missions 7 or 9 (Intercept the Bombers).

MISSION 8: STRATEGIC STRIKE: ESCORT A B-52 AIR STRIKE TO POLYARNNY

Briefing: The success of our SAM suppression mission has paved the way for using the big guys—the B-52s. Although a number of these aircraft are reserved to supplement our nuclear strike forces, a few are now released for this more conventional role. With the SAM threat diminished, a strategic air strike against the port of Polyarnny is launched. Your mission is to escort the B-52s and to protect them from enemy fighters.

- **Victory** Prevent more than three of the B-52s from being shot down by enemy fighters until they hit the port
- **Time** 13:30
- **Weather** High sky
- **Ceiling** 35,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, ten F-14s (Fleet CAP 1, 2, 3, 4; Ready 5), one E-2C (AWACS), eight B-52s, one SH-60 (SAR Helo), two SH-2s (SAR Helo)
- **Enemy Forces** Two Tu-95Ds, two Su-27s, two MiG-23s, two MiG-31s, three Su-17s, two MiG-25s
- **Situation** You and your wingman are airborne, escorting four B-52s. Two other F-14s to the south escort an another formation of four B-52s. The bombers fly off to bomb Polyarnny, just northwest of Murmansk. Two Su-27s fly directly in your path, and two MiG-23s patrol further north. Closer to Polyarnny, two MiG-31s are vectored to your formation. In front of Polyarnny, are stationed three Su-17s. Two MiG-25s fly over Murmansk, very close. Two Norwegian Gr 1s fly off to bomb Murmansk.

MISSION 10: STRATEGIC STRIKE: ESCORT A B-52 AIR STRIKE TO POLYARNNY

This mission is identical to Mission 8 except the briefing text is different. After reading the briefing text, refer to Mission 8 for information about the situation and deployment of forces.

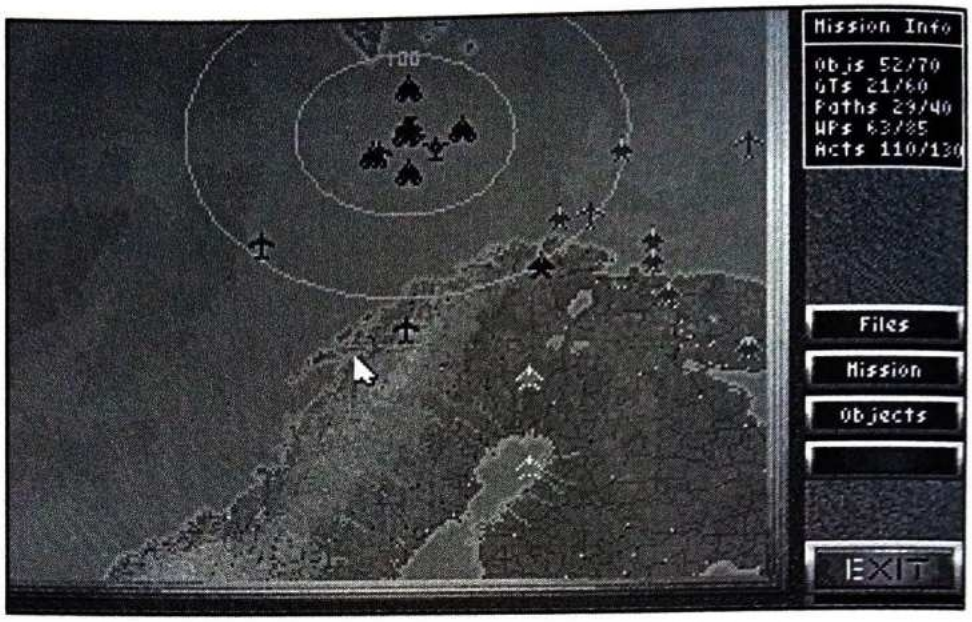


Figure 10-8
Strategic Strike, Assault on the Kola Peninsula Missions 8 and 10

Briefing: Excellent mission! Congratulations on successfully intercepting the Soviet bombers. The success of our recent SAM suppression missions paves the way for using the big guys—the B-52s. Although a number of these aircraft are reserved to supplement our nuclear strike forces, a few are now released for this more conventional role. With the SAM threat diminished, a strategic air strike against the submarine refit yard at Polyarnny is launched. Your mission is to escort the B-52s and to protect them from enemy fighters.

Missions 11 and 13 (Rescue at Sea): You fly Mission 11 if lose Missions 7 or 9 (Intercept the Bombers). You fly Mission 13 if you lose Missions 8 or 10 (Strategic Strike).

MISSION 11: RESCUE AT SEA: ESCORT RESCUE HELICOPTERS TO RAFT FOR RECOVERY OF DOWNED AIR CREW

Briefing: The failure to prevent the bombers from attacking our ships has caused very heavy casualties. In addition, one of our helicopters has gone down. The survivors deploy a raft and signal their

position. SAR helicopters proceed to their rescue, but time is critical. Your mission is to protect the SAR helicopters from Soviet fighters that are known to operate in the area.

- **Victory** Prevent more than one of the SAR helicopters from being shot down by enemy fighters
- **Time** 15:30
- **Weather** High sky
- **Ceiling** 35,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, one Raft, eight F-14s (Fleet CAP 1, 2, 3; Ready 5), one E-2C (AWACS), three SH-60s (SAR Helo), two SH-3s (SAR Helo)
- **Enemy Forces** Two B-12s, five MiG-29s, three Su-27s, two Su-17s
- **Situation** You and your wingman are airborne, escorting two SH-3 helicopters on their way to rescue some downed flyers floating on a raft off the Kola Peninsula. Three MiG-29s head for your current position, and three Su-27s head for the raft's position. In addition, two Su-17s fly nearby, providing a CAP over the north coast of the peninsula. Two MiG-29s patrol further south over Murmansk. Two Norwegian Gr 1s fly off to bomb Murmansk.

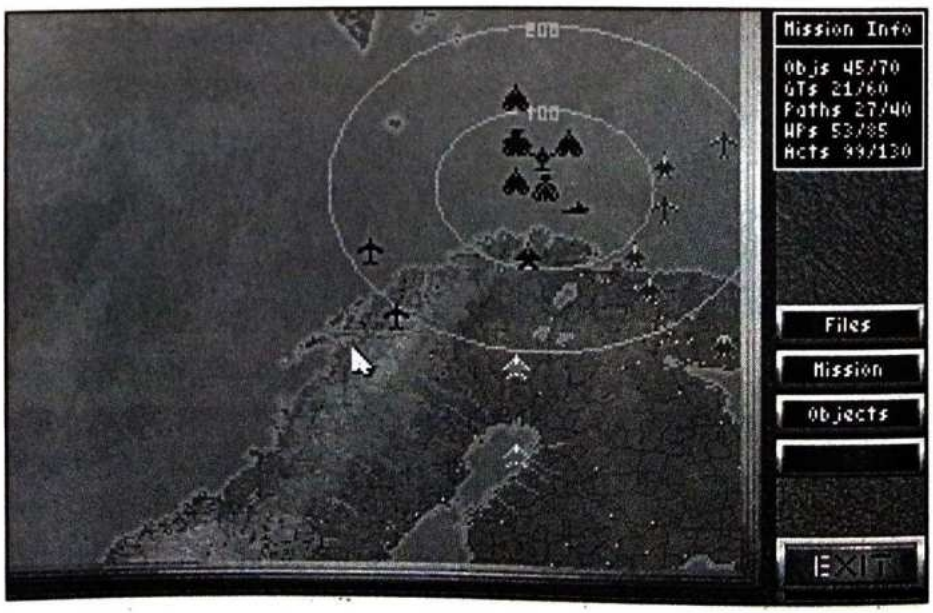


Figure 10-9
Rescue at Sea, Assault on the Kola Peninsula Missions 11 and 13

MISSION 13: RESCUE AT SEA: ESCORT RESCUE HELICOPTERS TO RAFT FOR RECOVERY OF DOWNED AIR CREW

This mission is identical to Mission 11 except the briefing text is different. After reading the briefing text, refer to Mission 11 for information about the situation and deployment of forces.

Briefing: The failure to adequately protect our B-52s caused many of these precious aircraft to be lost. Future such raids are postponed indefinitely. Now it is up to our SAR helicopters to pluck the hapless bomber crews out of the frigid water. Only those men able to deploy a raft have even the slimmest chance of surviving until rescue. SAR helicopters are on the way, but time is critical. Your mission is to protect the SAR helicopters from Soviet fighters that are known to operate in the area.

Missions 12 and 14 (Sub Pens at Saya Guba): You fly Mission 12 if you win Missions 8 or 10 (Strategic Strike). You fly Mission 14 if you win (Rescue at Sea Missions 11 or 13).

MISSION 12: SUB PENS AT SAYA GUBA: ESCORT A-6E AIR STRIKE AGAINST SUBMARINE BASE AT SAYA GUBA

Briefing: The success of our B-52 strike on the refit yard at Polyarnny is encouraging. Mission planners now decide to attack an even more difficult target—the submarine pens at Saya Guba just west of Polyarnny. These subterranean pens house the six Typhoon-class SSBNs of the Northern fleet. They are very difficult to hit, because they have been dug out of mountainsides jutting directly into the sea. A strike package from your carrier receives this assignment. Your mission is to escort the strike package and to protect it from enemy fighters.

- **Victory** Prevent more than four of the strike aircraft from being shot down by enemy fighters until they attack the sub pens

- **Time** 13:30
- **Weather** High sky
- **Ceiling** 35,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, ten F-14s (Fleet CAP 1, 2, 3, 4; Ready 5), one E-2C (AWACS), six A-6Es, two SH-60s (SAR Helo), one SH-3 (SAR Helo)
- **Enemy Forces** Two Tu-16Ls, six MiG-23s, two MiG-29s, two Su-27s
- **Situation** You, your wingman, and two other F-14s launch and then accompany six A-6Es on an air strike against the sub pens near Saya Guba. Two formations of MiG-23s sweep the path of your approach. One group contains four MiG-23s and the other contains two MiG-23s. In the vicinity of the pens, two MiG-29s patrol. About 25 nautical miles to the east, two Su-27s fly CAP over Murmansk. While your attack is underway, two Norwegian Gr 1s from Bardufoss also attempt to bomb the pens.

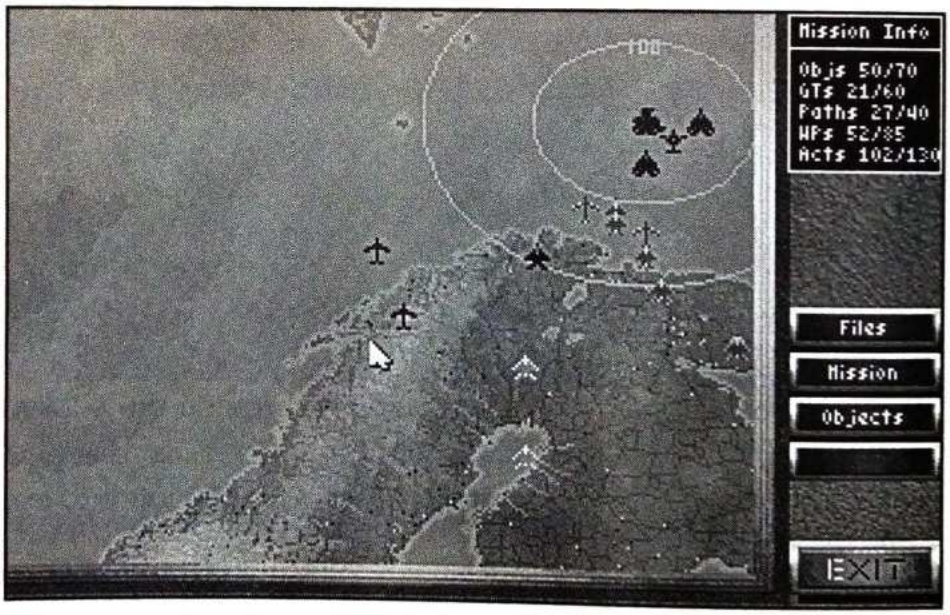


Figure 10-10
Sub Pens at Saya Guba, Assault on the Kola Peninsula Missions 12 and 14

MISSION 14: SUB PENS AT SAYA GUBA: ESCORT A-6E AIR STRIKE AGAINST SUBMARINE BASE AT SAYA GUBA

This mission is identical to Mission 12 except the briefing text is different. After reading the briefing text, refer to Mission 12 for information about the situation and deployment of forces.

Briefing: Superb mission! The SAR helicopters rescued the majority of our men. Mission planners now decided that the time has come to attack the submarine pens at Saya Guba located just west of Polyarnny. These subterranean pens house the six Typhoon-class SSBNs of the Northern fleet. They are very difficult to hit, because they have been dug out of mountainsides jutting directly into the sea. A strike package from your carrier receives this assignment. Your mission is to escort the strike package and to protect it from enemy fighters.

Missions 15 and 17 (Crippled Cat): You fly Mission 15 if you lose Missions 11 or 13 (Rescue at Sea). You fly Mission 17 if you lose Missions 12 or 14 (Sub Pens at Saya Guba).

MISSION 15: CRIPPLED CAT: ESCORT A CRIPPLED F-14 TOMCAT BACK TO THE CARRIER

Briefing: Because Soviet fighters intercepted our SAR helicopters, we were forced to leave many of the survivors behind, condemning them to death from exposure. We cannot allow this to happen again. An F-14 has sustained severe battle damage over the Kola. Rather than have the crew eject into the water and risk another failed rescue, the pilot receives orders to return to the carrier. The aircraft is marginally airworthy but essentially defenseless. Your mission is to escort the crippled Cat home.

- **Victory** Escort the damaged F-14 back to the carrier
- **Time** 13:30
- **Weather** High sky
- **Ceiling** 35,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, seven F-14s (Fleet CAP 1, 2, 3, 4; Ready 5; Cripple), two F-16s, one E-2C (AWACS), one SH-60 (SAR Helo), one SH-3 (SAR Helo)

- **Enemy Forces** Two Tu-95Ds, eight MiG-29s, two Su-17s, two Su-27s
- **Situation** You, your wingman, and two other F-14s escort a single crippled F-14 trying to make it back to the carrier. Eight enemy fighters converge on your position, looking for an easy kill. Four MiG-29s fly near Murmansk, two Su-17s fly near Kirkenes, and four MiG-29s fly northeast of the carrier. At Banak, you may get some help from two F-16s that are there on an air intercept mission. Other enemy fighters in the area include an Su-27 over Murmansk and another near the Saya Guba sub pens. A single Norwegian Gr 1 attempts to bomb Murmansk.

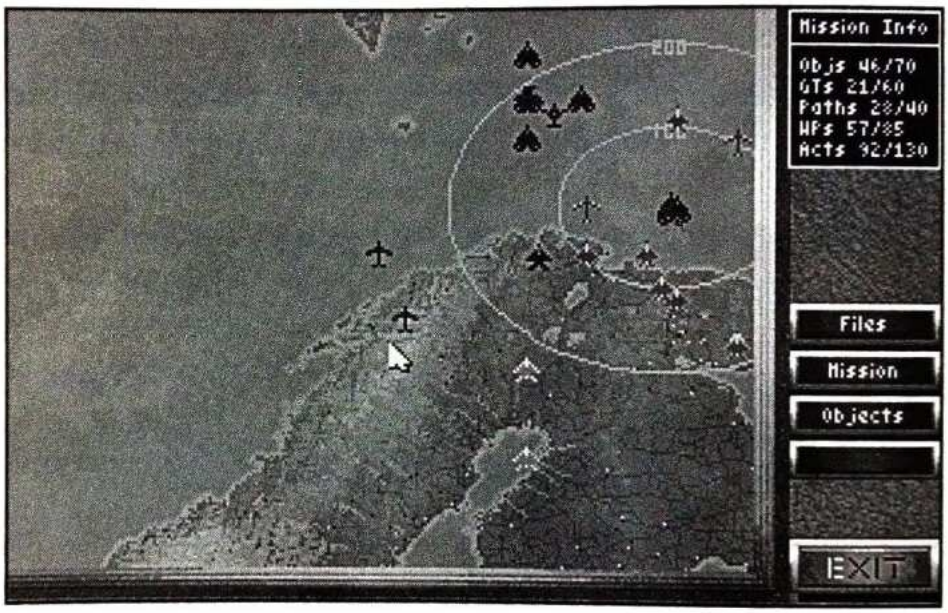


Figure 10-11
Crippled Cat, Assault on the Kola Peninsula Missions 15 and 17

MISSION 17: CRIPPLED CAT: ESCORT A CRIPPLED F-14 TOMCAT BACK TO THE CARRIER

This mission is identical to Mission 15 except the briefing text is different. After reading the briefing text, refer to Mission 15 for information about the situation and deployment of forces.

Briefing: Regretfully, we have suffered the accidental loss of an S-3 Viking. It crashed into the sea after a midair collision with an F-14. The F-14 has sustained severe damage but remains air worthy. Now, it limps back to the carrier. Soviet fighters race to the

scene like sharks smelling blood in the water. Rather than have the crew eject into the water and risk another failed rescue, the crew receives orders to return to the carrier. Your mission is to escort the crippled Cat home.

Missions 16 and 18 (TARPS): You fly Mission 16 if you win Missions 12 or 14 (Sub Pens at Saya Guba). You fly Mission 18 if you win Missions 15 or 17 (Crippled Cat).

MISSION 16: TARPS: ESCORT A TARPS EQUIPPED F-14 ON A RECON FLIGHT TO THE SOVIET SUB PENS

Briefing: The mission against the sub pens at Saya Guba was apparently successful, but since the facility is partially underground, it is impossible to know for sure. To help with bomb damage assessment (BDA), a TARPS mission returns to Saya Guba to gather poststrike intelligence data. Your mission is to escort the TARPS-equipped F-14 to the target and back.

- **Victory** Prevent the TARPS-equipped F-14 from being shot down by enemy fighters
- **Time** 15:30
- **Weather** High sky
- **Ceiling** 35,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, nine F-14s (Fleet CAP 1, 2, 3; Ready 5; TARPS), one E-2C (AWACS), two SH-60s (SAR Helo), one SH-3 (SAR Helo)
- **Enemy Forces** Two Tu-16Ls, eight MiG-29s, three Su-27s, two Su-17s
- **Situation** You and your wingman launch and then accompany a TARPS-equipped F-14 to the Soviet sub pens. Three MiG-29s patrol about halfway between the carrier and the pens. Stationed around the pens are two other Soviet CAPs: three Su-27s and two Su-17s. Three MiG-29s patrol about 70 nautical miles north of the pens, and two MiG-29s fly CAP over Murmansk. Two Norwegian Gr 1s take off from Bardufoss to bomb Murmansk.

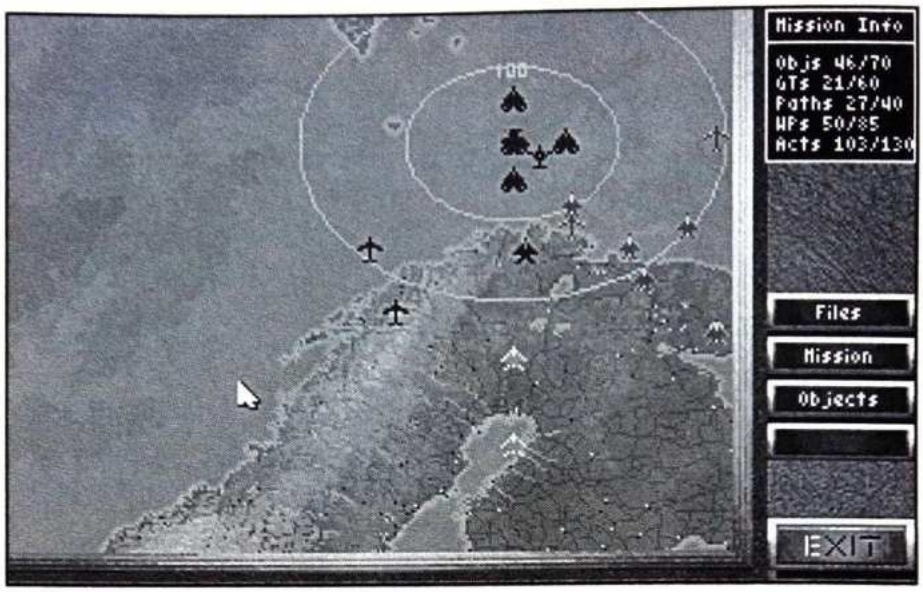


Figure 10-12
TARPS, Assault on the Kola Peninsula Missions 16 and 18

MISSION 18: TARPS: ESCORT A TARPS EQUIPPED F-14 ON A RECON FLIGHT TO PECHENGA

This mission is identical to Mission 16 except that the target of the mission is Pechenga, not the sub pens. After reading the briefing text, refer to Mission 16 for information about the situation and deployment of forces.

Briefing: Outstanding job! Your fellow squadron members salute you for safely escorting the damaged F-14 back to the carrier. We receive preliminary reports that the damage caused by our raid on Pechenga has since been repaired. Accordingly, the TARPS mission heads for Pechenga to provide low-level BDA. Your mission is to escort the TARPS-equipped F-14 to the target and back.

Missions 19 and 21 (Soviet Surge): You fly Mission 19 if you lose Missions 15 or 17 (Crippled Cat). You fly Mission 21 if you lose Missions 16 or 18 (TARPS). However, Missions 19 and 21 are exact duplicates of each other.

MISSIONS 19 AND 21: SOVIET SURGE: FIGHT ENEMY FIGHTERS FOR AIR SUPERIORITY

Briefing: Your failure to escort the cripple home has cost us an air crew, in addition to the aircraft. We were already short on both. Our E-2C Hawkeye now detects what looks to be a Soviet fighter surge. They fill the sky over Murmansk with MiGs in an effort to retain their air superiority. Caught off guard, we have only a few aircraft in the air and only the Ready 5 on deck. You receive orders to engage the fighters and to break up the Soviet CAP over Murmansk.

- **Victory** Shoot down at least five of the enemy MiG-29s and MiG-23s
- **Time** 15:30
- **Weather** High sky
- **Ceiling** 35,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, eight F-14s (Fleet CAP 1, 2, 3; Ready 5), four F/A-18s (CAP 4), one E-2C (AWACS), one SH-3 (SAR Helo)
- **Enemy Forces** Two Tu-16Ls, eight MiG-29s, six MiG-23s, four Su-17s
- **Situation** You and your wingman are airborne and vectored against four MiG-29s northeast of Kirkenes. Four F/A-18s launch immediately behind you and fly off to patrol over Murmansk. In the Murmansk area, the enemy patrol consists of six MiG-23s, four MiG-29s, and four Su-17s. Two Norwegian Gr 1s attempt to bomb Murmansk.

Missions 20, 22, and 24 (Mission to Murmansk): You fly Mission 20 if you win Missions 16 or 18 (TARPS). You fly Mission 22 if you win Missions 19 or 21 (Soviet Surge). You fly Mission 24 if you win Mission 23 (Bounced). This mission ends the campaign.

MISSION 20: MISSION TO MURMANSK: ESCORT AN A-6E AIR STRIKE AGAINST THE GREAT SOVIET NAVAL BASE AT MURMANSK

Briefing: Great Job! The TARPS mission provided us with some valuable poststrike data of Saya Guba. Soviet resistance seems to be crumbling at the moment. We decide to take advantage of this

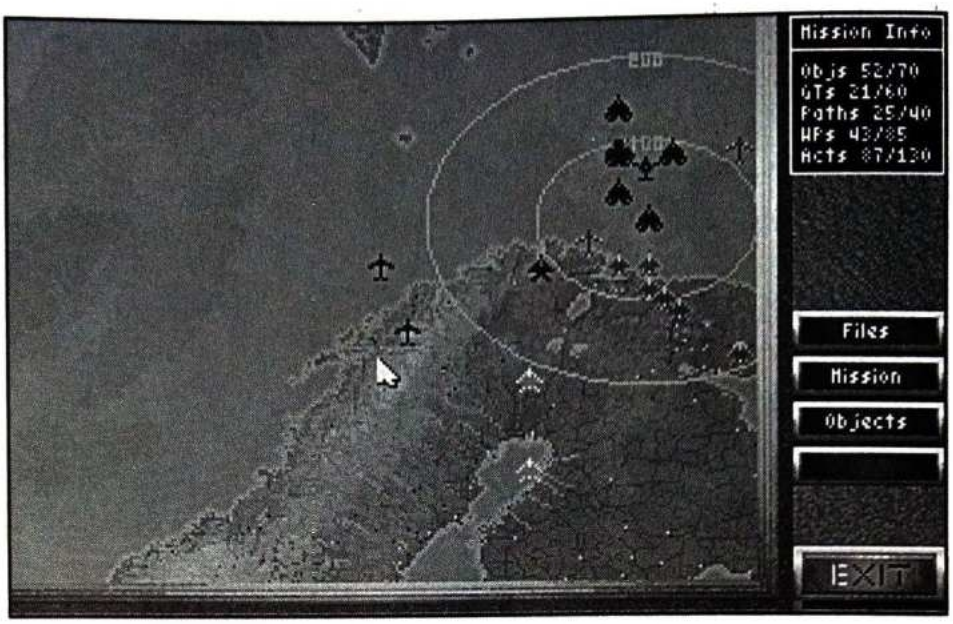


Figure 10-13
Soviet Surge, Assault on the Kola Peninsula Missions 19 and 21

situation by staging a massive raid on Murmansk. The city of Murmansk is a major industrial center and port. It is also the main supply conduit for the Soviet troops still in Norway. You are to escort the strike aircraft on their mission to Murmansk. It should prove to be a milk run.

- **Victory** Prevent four or more of the strike aircraft from being shot down by enemy fighters while they hit Murmansk
- **Time** 15:30
- **Weather** High sky
- **Ceiling** 35,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, eight F-14s (Fleet CAP 1, 2, 3; Ready 5), one E-2C (AWACS), six A-6Es, one SH-3 (SAR Helo)
- **Enemy Forces** Two Tu-142s, eight MiG-29s, four MiG-23s
- **Situation** You and your wingman launch and then escort six A-6Es on an air strike against Murmansk. Between the carrier and the target, you may encounter four MiG-29s. Nearer the target, there are two patrols. The closest includes four MiG-23s; the farther patrol includes four MiG-29s. A single Norwegian Gr 1 takes off from Bardufoss and attempts to bomb Murmansk, as well.

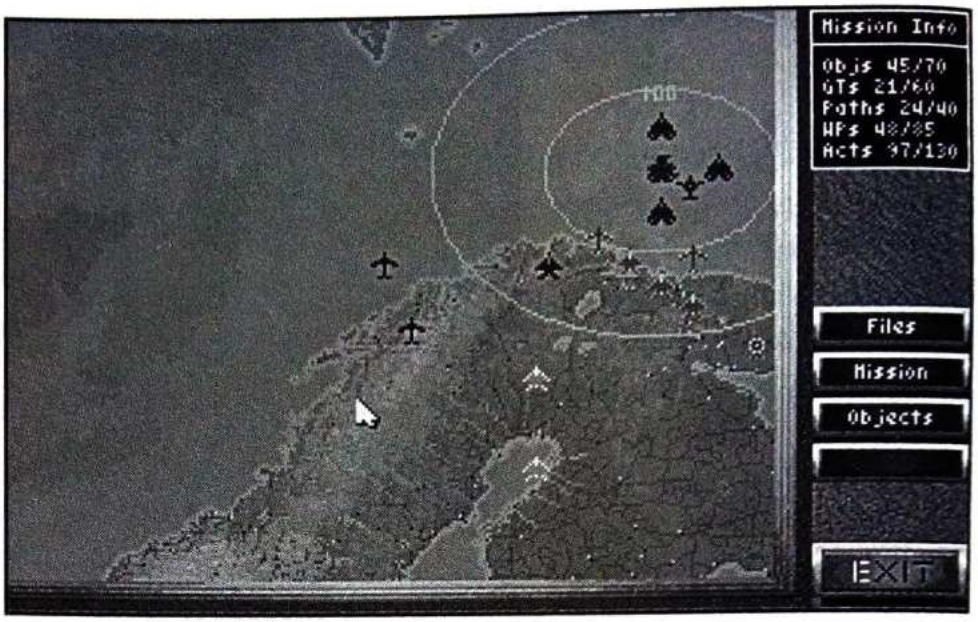


Figure 10-14
Mission to Murmansk, Assault on the Kola Peninsula Missions 20, 22, and 24

MISSION 22: MISSION TO MURMANSK: ESCORT AN A-6E AIR STRIKE AGAINST THE GREAT SOVIET NAVAL BASE AT MURMANSK

This mission is identical to Mission 20 except the briefing text is different. After reading the briefing text, refer to Mission 20 for information about the situation and deployment of forces.

Briefing: The Soviet Surge operation has been beaten back, albeit with heavy losses for us. While the enemy fighters undergo some downtime for maintenance, we plan to launch a major strike on Murmansk. The city of Murmansk is a major industrial center and port. It is also the main supply conduit for the Soviet troops still in Norway. You are to escort the strike aircraft on this important mission to Murmansk. It should prove to be a milk run.

MISSION 24: MISSION TO MURMANSK: ESCORT AN A-6E AIR STRIKE AGAINST THE GREAT SOVIET NAVAL BASE AT MURMANSK

This mission is identical to Mission 20 except the briefing text is different. After reading the briefing text, refer to Mission 20 for information about the situation and deployment of forces.

Briefing: Congratulations! Your escape from the Soviet trap is commendable. Though you've earned it, we cannot give you any time off. Right now, a major strike is being formed, for which you are needed as an escort. While the enemy fighters undergo some downtime for maintenance, we plan to attack Murmansk. The city of Murmansk is a major industrial center and port. It is also the main supply conduit for the Soviet troops still in Norway. You are to escort the strike aircraft on this important mission to Murmansk. It should prove to be a milk run.

Mission 23 (Bounced): You fly Mission 23 if you lose Missions 19 or 21 (Soviet Surge).

MISSION 23: BOUNCED: ESCAPE FROM AIR AMBUSH

Briefing: The Soviet surge operations continue. We lose one aircraft for every three we shoot down. Even at this rate, we will be out of aircraft long before the Soviets. With so many aircraft in the sky, it has proven impossible for even the E-2C to keep track of them all. Our defenses are simply overwhelmed by the heavy volume of traffic. While it is likely that this surge operation is a desperate last gasp, it may well succeed. You are bounced by a flight of Soviet fighters as part of the surge. Caught by surprise, you and your wingman must hold out until help arrives—and help is a long way off. Even though the Ready 5 fighters launch and fly to your rescue, it will be some time before they arrive.

- **Victory** Both you and your wingman must survive the dogfight and return to the carrier (with or without your aircraft)
- **Time** 15:30
- **Weather** High sky
- **Ceiling** 35,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, eight F-14s (Fleet CAP 1, 2, 3; Ready 5), one E-2C (AWACS), one SH-3 (SAR Helo)
- **Enemy Forces** Four MiG-23s, two MiG-29s, two Su-17s

- **Situation** You and your wingman are jumped by two pairs of MiG-23s. Two nearby Su-17s also approach. Another two MiG-29s, though further away, come toward you, as well. All of the Soviet aircraft are closer than your Ready 5. A single Norwegian Gr 1 attempts to bomb the industrial plant near Murmansk.

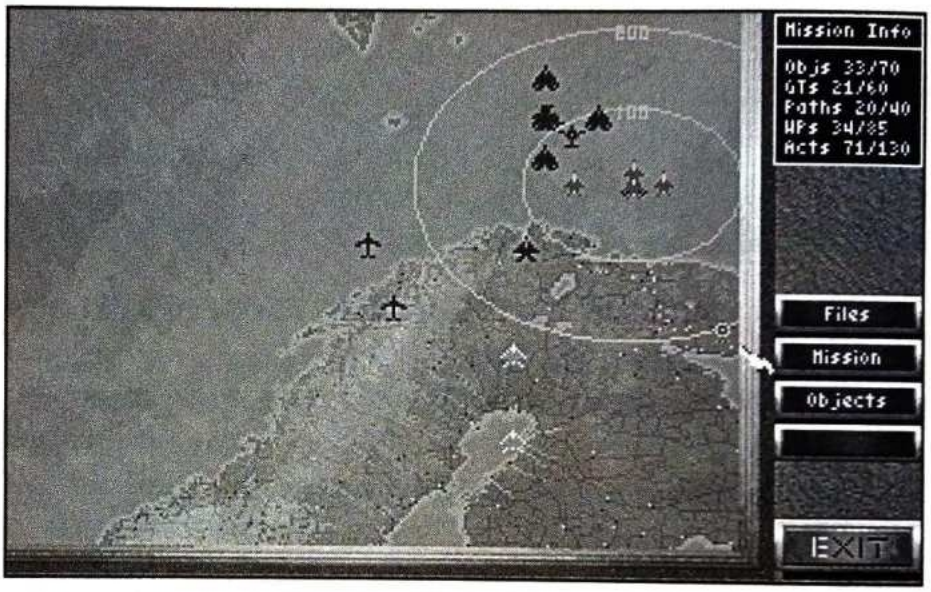


Figure 10-15
Bounced, Assault on the Kola Peninsula Mission 23

Mission 25 (Vampire . . . Vampire!): You fly Mission if you lose Mission 23 (Bounced).

MISSION 25: VAMPIRE . . . VAMPIRE !: DEFEND THE CARRIER AGAINST AN INCOMING STRIKE OF AS-6 CRUISE MISSILES

Briefing: Too bad about your wingman and his RIO. We could have used them in deflecting these incoming missiles. A small number of Soviet bombers manage to evade detection and launch their ASMs at our carrier group. Our own missile defenses may knock down many of the incoming missiles, but not all. You and your wingman are the only aircraft in position to stop these missiles before they start landing among our ships.

- **Victory** Shoot down as many of the incoming missiles as possible; failure to destroy the missiles will likely result in the destruction of the *Nimitz* and loss of the campaign
- **Time** 15:30
- **Weather** High sky
- **Ceiling** 35,000
- **Friendly Forces** One CV (*Nimitz*), two CGs, three DDGs, eight F-14s (Fleet CAP 1, 2, 3; Ready 5), one E-2C (AWACS), one SH-2 (SAR Helo), one SH-3 (SAR Helo)
- **Enemy Forces** Two Tu-142s, five MiG-29s, two MiG-23s, four Tu-22Ms, sixteen AS-6s (cruise missiles)
- **Situation** You and your wingman launch and fly off to intercept incoming cruise missiles, shooting down as many as you can. A single Norwegian Gr 1 takes off from Bardufoss and attempts to bomb Murmansk.

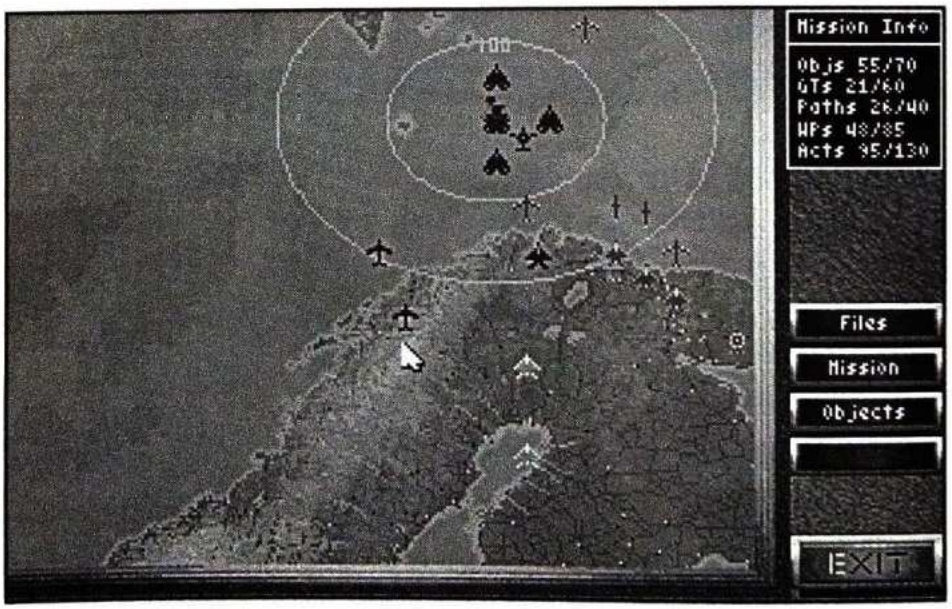


Figure 10-16
Vampire . . . Vampire!, Assault on the Kola Peninsula Mission 25

KHYBER RIFLES
11

The Khyber Rifles, '90s Style Campaign places your carrier group off Pakistan, near the border of Pakistan and India. A shooting war is about to erupt between the two neighboring nations. The USS *Eisenhower* and its air group prepare to bolster the smaller Pakistani Air Force and persuade the Indians not to fight.

The majority of the aircraft on the Indian side are outmoded models: MiG-21s, MiG-23s, MiG-25s, and some Mirages. They also use a few MiG-29s. At sea, the Indians operate a small aircraft carrier, the *Virat,* that bases AV-8 Harriers. The carrier is supported by several Soviet built ships: a Frigate (FF), some Destroyers (DDG), a fast supply ship (AFS), some nuclear attack submarines (SSN), and patrol boats (PTM).

The best aircraft of the Pakistani Air Force are American-designed F-16s. Much more common are MiG-21s. Since MiG-21s are prevalent on both sides, be sure to identify friends or foes during any engagement.

SITUATION AND MISSIONS

The general situation in this theater is shown in Figure 11-1. The Pakistani air bases closest to the frontier are at Rafiqui and Sargodha. The Indians have more air bases in the vicinity, located at Jamnagar, Adampur, Ambala, and Jodhpur. The Indian carrier group operates out of Bombay. An American E-2C Airborne Early Warning (AEW) aircraft from the *Eisenhower* is usually deployed near Rafiqui to keep the airspace over the frontier under surveillance.

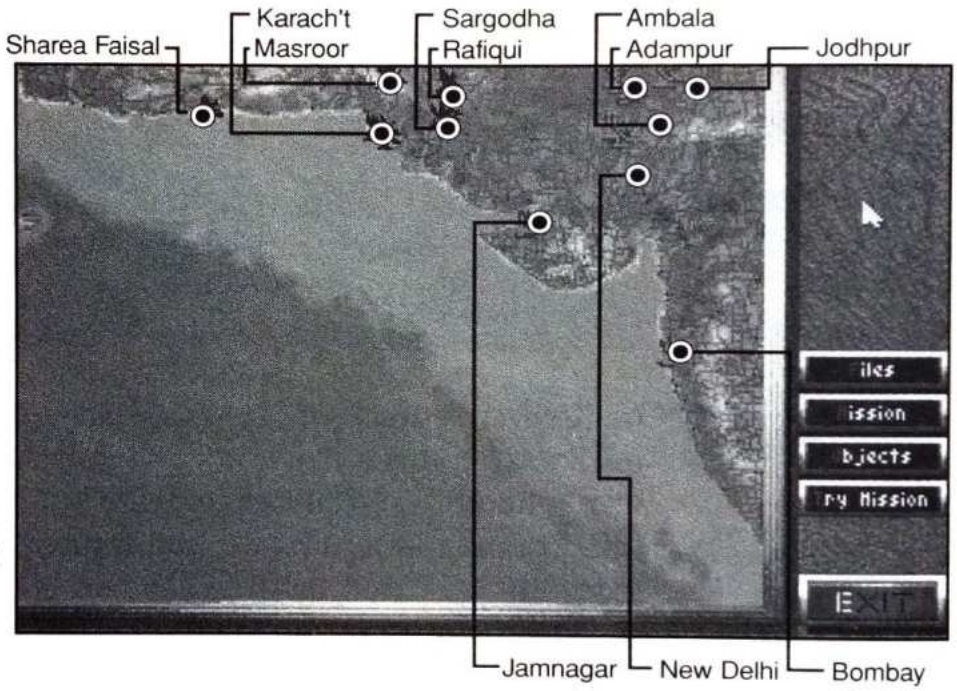


Figure 11-1
Situation at the start of the Khyber Rifles, '90s Style, Campaign

Table 11-1 shows the ground targets that exist during the missions of the Khyber Rifles Campaign.

The Khyber Rifles, 90s Style, Mission Tree is shown in Illustration 11-2. An explanation of how to read this tree is found at the start of Chapter 5. However, the campaigns in Indian and Korea follow a different flow than the campaigns in the Mediterranean or the North Cape. Winning any one of the Bombay Away!, Mongoose Surprise, or Harrier Hassle missions successfully completes the campaign. The remainder of this chapter describes the individual missions of this campaign (Khyber Rifles). For each mission, an accompanying situation map showing the starting location of the forces on each side is provided. Weather and cloud ceiling are random for all missions in this campaign.

Table 11-1 Khyber Rifles Campaign Ground Targets

Location	Target
Sharea Faisal	Airport, two Hawk batteries
Kamra	Three Hawk batteries
Karachi	International airport
Masroor	Airport, three Hawk batteries
Rafiqui	Airport, three Hawk batteries
Sargodha	Airport, three Hawk batteries
Jamnagar	Airport, three SA-2 batteries, Silkworm launcher
Bombay	Airport, three SA-2 batteries
New Delhi	Nuclear plant, two SA-2 batteries, one SA-6 battery
Adampur	Airport, two SA-2 batteries, two SA-6 batteries
Ambala	Airport, two SA-2 batteries, two SA-6 batteries, Scud launcher
Jodhpur	Airport, three SA-2 batteries

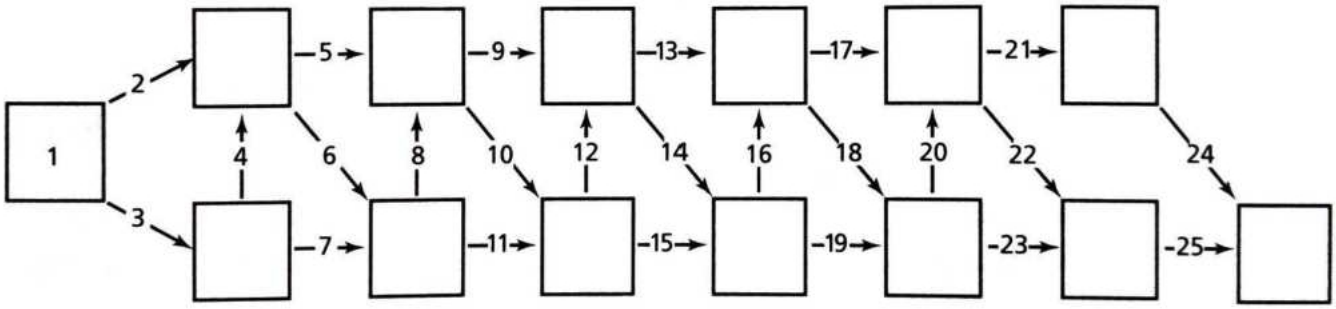


Figure 11-2 Khyber Rifles, 90s Style, Mission Tree

Mission #	Name	Mission #	Name
1	Remain Calm	13 and 16	And You Thought Curry Was Hot!
2 and 4	Black Eye	14 and 15	Vampire!
3	Oops . . . There It Is	17 and 20	Nuclear Nightmare
5 and 8	Returning the Favor	18 and 19	Custer of the Indian Ocean
6 and 7	Midnight	21	Bombay Away!
9 and 12	Indian Sub Culture	22 and 23	Mongoose Strike
10 and 11	Cobras for Delivery	24 and 25	Harrier Hassle

MISSION 1: REMAIN CALM: ESCORT INDIAN FIGHTERS BACK OVER THE BORDER

Briefing: An E2-C has been dispatched towards Multan to set up operations, to monitor border movements, and to create procedures that can help the Pakistanis bolster their air surveillance techniques. Four F-14s have been sent to Sargodha to continue training the Pakistani Air Force. Your mission is to supplement the Pakistani combat air patrols (CAP) with an F-14 CAP south of Sargodha, providing cover for the E2-C and monitoring Indian aircraft movements. You must identify (ID) all aircraft, and you may not cross the border. If any Indian aircraft cross the border, fly up next to them and see if they follow you. Also, you cannot fire unless fired upon or unless you witness a hostile act. A hostile act is defined as any sort of weapons employment. Both the Indians and Pakistanis fly MiG-21s that are also on CAP.ID is a must!

- **Victory** To accomplish this mission, you must escort all bogeys that cross the border between India and Pakistan; you cannot fire unless fired upon.Your CAP lasts about 20 more minutes
- **Time** 10:00
- **Friendly Forces** One CVN (*Eisenhower*), two CDs, three DDGs, two E-2Cs, eight F-14s (CAP 1,2,3,4), four MiG-21s (Pakistan), one SH-2 (SAR Helo)
- **Enemy Forces** 10 MiG 21s
- **Neutral Forces** One DC-10
- **Situation** You and your wingman are airborne south of Sargodha. Two additional F-14s fly south of you. Four Pakistani MiG-21s are airborne, two east of Sargodha and two east of Rafigui. One E-2C is also airborne east of Rafigui, maintaining surveillance of the air situation. Eight Indian MiG-21s fly near the Pakistan-India border. Two additional Indian MiG-21s on the ground at Jamnagar prepare to launch.

Figure 11-3
Remain Calm, Khyber Rifles Mission 1

Missions 2 and 4 (Black Eye): You fly Mission 2 if you win Mission 1 (Remain Calm). You fly Mission 4 if you win Mission 3 (Oops . . . There It Is).

MISSION 2: BLACK EYE: DEFEND E-2C HAWKEYE FROM ATTACK BY INDIAN AIR FORCE

Briefing: The Indian government feels that the E2-C has been providing too much information to the Pakistani High Command about Indian military intentions. The Indians launched an early morning Scud attack against Multan in hopes of catching the E2-C on the ground. However, warned of the attack by the airborne Hawkeye, the spare returned to the ship. Today, the daily Foxbat border patrol turned toward Pakistan at its normal turn point to return to base. Since Pakistani airspace has been violated, you must intercept and escort the Foxbat back to Indian airspace. Hopefully, you can do as good a job as last time. If the Foxbat fires at the E2-C, you must destroy the Indian fighter before it leaves Pakistan.

- **Victory** To win this mission, you must either escort the Foxbat away from the Hawkeye or destroy it if it attacks the E2-C.
- **Time** 07:18
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, two E-2Cs, six F-14s (CAP 1, 2, 3), four MiG-21s (Pakistan)
- **Enemy Forces** One MiG-25, eight MiG-21s
- **Situation** One MiG-25 and two MiG-21s leave the Indian air base at Jamnagar and fly toward Rafiqui. They attempt to shoot down the E-2C AWACS aircraft at Rafiqui, then fly on to Adampur. Six other Indian MiG-21s are airborne, two each west of New Delhi, Ambala, and Adampur. You and your wingman patrol south of Sargodha, vectored to intercept the MiG-25. There are two additional friendly F-14s southeast of Rafiqui. Four Pakistani MiG-21s approach from the east, two from Sargodha and two from Rafiqui.

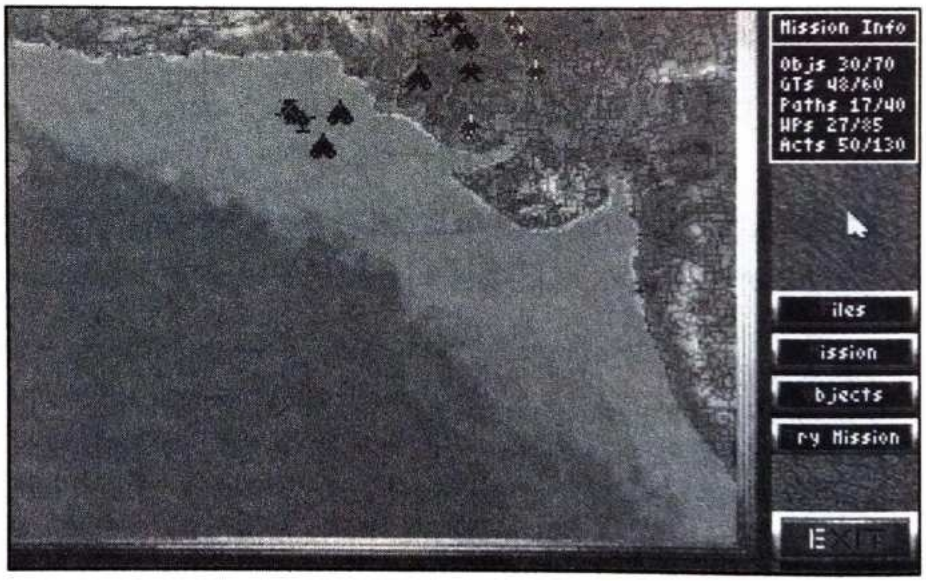


Figure 11-4
Black Eye, Khyber Rifles Missions 2 and 4

MISSION 4: BLACK EYE: DEFEND E-2C HAWKEYE FROM ATTACK BY INDIAN AIR FORCE

This mission is a duplicate of Mission 2, except the briefing is different. After you read the briefing text, refer to the Mission 2 description, above.

Briefing: Good job in bringing your wingman home. It looks like he may be needed soon, though. The E2-C has provided too much information to the Pakistani High Command for the Indian's comfort. Troop and aircraft movements have been revealing every Indian intention. An early morning Scud attack was launched against Multan in hopes of catching the E2-C on the ground. However, the airborne Hawkeye warned of the attack, and the spare returned to the ship. Today, the daily Foxbat border patrol turned toward Pakistan at its normal turn point to return to base. Since Pakistani airspace has been violated, you must intercept and escort the Foxbat back to India. If the Foxbat fires at the E2-C, you must bring him down before he leaves Pakistan.

Mission 3 (Oops . . . There It Is!) : You fly Mission 3 if you lose Mission 1 (Remain Calm).

MISSION 3: OOPS . . . THERE IT IS!: ESCORT DAMAGED F-14 BACK TO A PAKISTANI AIR BASE

Briefing: The downing of those MiGs has increased tensions along the border. You have been vectored into the center of a border clash between Pakistani and Indian MiG 21s. Missiles and aircraft everywhere. After calling you to break left for a MiG, your wingman splashed it. Unfortunately for him, in the process he bumped into a Pakistani MiG that was chasing the splashed fighter. Your wingman has managed to down a Pakistani, an Indian, and a U. S. aircraft (his own)! His aircraft is still flyable. You must escort him to the nearest Pakistani base while fending off several MiG 21s. Remember, ID is a must!

- **Victory** Make sure that your wingman is able to land at a Pakistani air base
- **Time** Random
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, two E-2Cs, eight F-14s (CAP 1, 2, 3, Ready 5), 10 MiG-21s (Pakistan)
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, six AV-8s, 14 MiG-21s

✪ **Situation** You and your wingman are airborne east of Sargodha. Your wingman, who has been damaged in an air-to-air collision, attempts to fly to the Pakistani air base west of you. Two Indian MiG-21s fly very close to you, and four more head your way from northwest of Jamnagar. Eight more Indian MiG-21s are stationed over the border: four east of you, two northeast of you, and two north of you. 10 Pakistani MiG-21s surround you: four east of Rafiqui, four east of Sargodha but west of you, and two southwest of you.

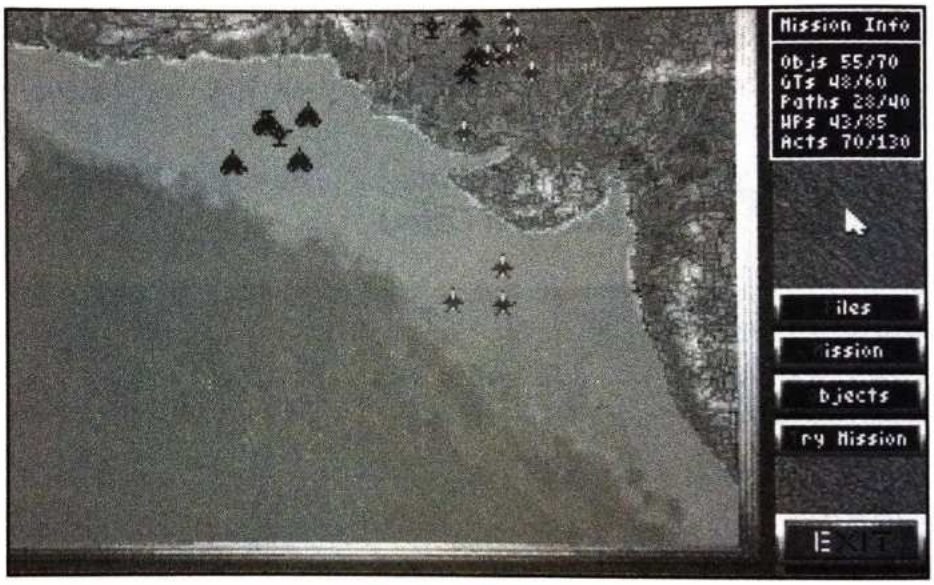


Figure 11-5
Oops . . . There It Is!, Khyber Rifles Mission 3

Missions 5 and 8 (Returning the Favor): You fly Mission 5 if you win Missions 2 or 4 (Black Eye). You fly Mission 8 if you win Missions 6 or 7 (Midnight).

MISSION 5: RETURNING THE FAVOR: ESCORT PAKISTANI AIR ATTACK ON GROUND TARGETS

Briefing: The Scud attacks against the E2-C have raised the level of readiness in Pakistan. A mission to destroy the offending site has been planned. An EA-6 will target SAMs. You are to sweep ahead of a Pakistani raid package of F-16 fighter bombers and their MiG-21 escorts. The attack is against the base at Bhatinda ,which has its own contingent of Indian MiG-21s. ID . . . ID . . . ID!

- **Victory** Four of the six F-16s in the raid must complete their mission and return home
- **Time** 13:00
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, two E-2Cs, six F-14s (CAP 1, 2, Ready 5), one EA-6B, one SH-2 (SAR Helo), twelve MiG-21s (Pakistan), 6 F-16s (Pakistan)
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, six AV-8s, sixteen MiG-21s
- **Situation** You and your wingman are airborne east of Sargodha with two Pakistani MiG-21s and one EA-6B. You lead a Pakistani air attack on a Scud launcher near the Indian air base at Ambala. Six F-16s escorted by four MiG-21s, all from the Pakistani air force, carry out the air attack. Another six Pakistani MiG-21s are on CAP: two east of Rafiqui, two southeast of Sargodha, and two east of Sargodha. The Indians have eight MiG-21s covering the border: two northwest of Jamnagar, two west of their nuclear plant, two west of Ambala, and two west of Adampur. Two other Indian MiG-21s are now east/southeast of the nuclear plant and headed for the position you now occupy. Six Indian MiG-21s fly near Ambala.

Figure 11-6
Returning the Favor, Khyber Rifles Missions 5 and 8

MISSION 8: RETURNING THE FAVOR: ESCORT PAKISTANI AIR ATTACK ON GROUND TARGETS

This mission is a duplicate of Mission 5, except the briefing is different. After reading the briefing text and reviewing the situation map shown in Figure 11-6, refer to Mission 5 (above) for any other information about the mission.

Briefing: The E2-C crew has been successfully removed from the crash site. There has been an increase in the frequency of Scud attacks against Pakistan. A mission to destroy the offending Scud sites has been planned. An EA-6 will target SAMs. You must sweep ahead of a Pakistani raid package. This package includes a flight of F-16 fighter bombers and their MiG-21 escorts. The attack is against the base at Bhatinda, which has its own contingent of Indian MiG-21s.

ID . . . ID . . . ID!

Missions 6 and 7 (Midnight): You fly Mission 6 if you lose Mission 2 (Black Eye). You fly Mission 7 if you lose Mission 3 (Oops . . . There It Is!).

MISSION 6: MIDNIGHT: ESCORT HELICOPTER RESCUE MISSION

Briefing: Your number one engine compressor stalled as you attempted to intercept the Foxbat. He subsequently fired a long range Acrid at the E-2C and brought her down. The crash site is near the border. Your job is to fly CAP for the SAR helicopter and to keep enemy helicopters and fighters away from the extraction point. Expect Pakistani MiGs to fly close air support against Sikh special forces looking for a political prisoner. Remember, Pakistani MiGs will be in the area, so ID.

- **Victory** Protect the SAR helicopter so that it can rescue the E-2C crew and get away; you must also shoot down any enemy helicopters that may try to capture a prisoner
- **Time** 10:00

- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, six F-14s (CAP 1, 2, Ready 5), one SH-2 (SAR Helo), six MiG-21s (Pakistan)
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, six AV-8s, eight MiG-21s, two MiG-29s, two MiG-23s, three Mi-8s (Helos)
- **Situation** You and your wingman fly east of Rafiqui over the crash site of the E-2C. Two Pakistani MiG-21s patrol a little north of you and two more are southeast of you. A single SH-2 SAR helicopter flies from the Rafiqui air base to the crash site to pick up the downed air crew. Two other Pakistani MiG-21s are east-southeast of Sargodha. The Indians vector two MiG-29s and two MiG-23s from Jodhpur against you and your wingman. Two Indian Mi-8 helicopters search for ground targets about 50 nautical miles east of you. Four MiG-21s provide air cover. An additional Mi-8 helicopter about 20 nautical miles farther east comes to join the others. Four other Indian MiG-21s patrol near the border: two northwest of Jamnagar and two west of the nuclear plant.

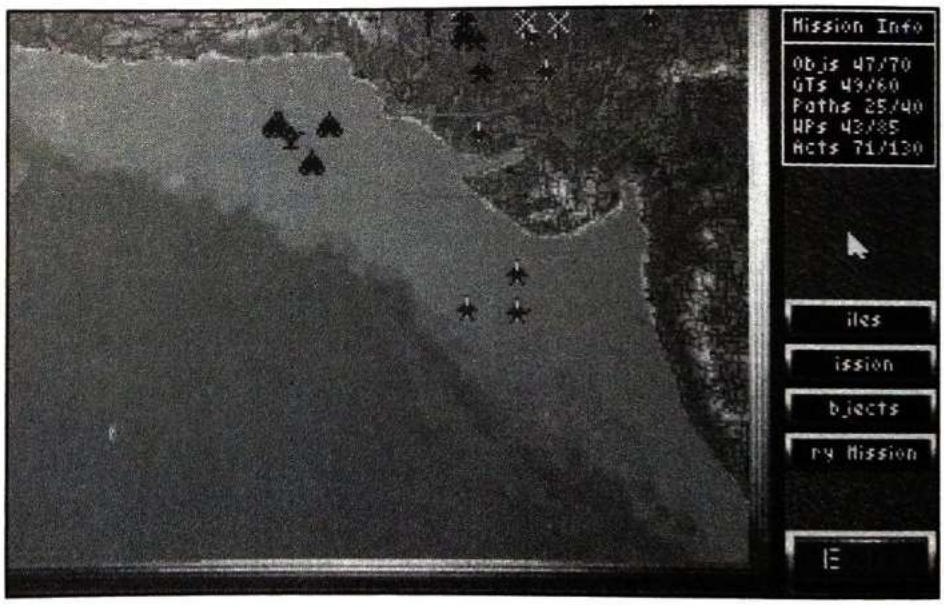


Figure 11-7
Midnight, Khyber Rifles Missions 6 and 7

MISSION 7: MIDNIGHT: ESCORT HELICOPTER RESCUE MISSION

This mission is the exact duplicate of Mission 6, except the briefing text is different. After reading the briefing text below, refer to Mission 6 found earlier in this chapter for a description of the mission.

Briefing: During the confusion in the border clash, an Indian MiG broke away from the fighting. It found the orbiting E2-C and brought her down near the border. Your job is to fly CAP for the SAR helicopter and keep enemy helicopters and fighters away from the extraction point. Pakistani MiGs fly close air support against Sikh special forces looking for a political prisoner. Remember, Pakistani MiGs will be in the area, so ID.

Missions 9 and 12 (Indian Sub Culture): You fly Mission 9 if you win Missions 5 or 8 (Returning the Favor). You fly Mission 12 if you win Missions 10 or 11 (Cobras for Delivery).

MISSION 9: INDIAN SUB CULTURE: DEFEND CARRIER BATTLE GROUP FROM HARRIER AIR ATTACK

Briefing: The successful attacks against the Indian Scud sites have confirmed to the Indians that the U. S. presence in the theater of operations has been a thorn in their collective Sari. India wants to send a message to make our stay much shorter than planned. Helicopters and sonar have detected several subs in the area—a wolf pack attack, an old tactic of W.W. II sub warfare. Inbound warnings alarmed a destroyer of impending disaster, and within minutes, the damage was already done. A U.S. frigate, its hull shuddering, is dead in the water, and a destroyer has caught fire. The combat information center (CIC) has detected multiple aircraft coming inbound from the Indian carrier. From your position in the CAP, you must prevent the attacking Harriers from sinking the battle-damaged ships. The Ready Five has also been launched for additional protection.

- **Victory** Splash all Indian attack aircraft before they can attack the damaged vessels
- **Time** 06:45
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one FFG, two E-2Cs, five F-14s (CAP 1, 3, Ready 5), one SH-2 (SAR Helo),

one SH-3 (SAR Helo), one P-3, four MiG-21s (Pakistan), two F-16s (Pakistan)

- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, 2 SSNs (submarines), eight AV-8s, 10 MiG-21s, four MiG-25s
- **Situation** You and your wingman are airborne on CAP southwest of your carrier battle group. Only one F-14 is available as Ready 5. An Indian air strike of six AV-8s approach from their carrier, the *Virat*. Two additional AV-8s tag along as escorts. The *Virat* patrols about 225 nautical miles to the east-southeast. The strike force is deployed about 150 nautical miles to the southeast. In addition, the Indians vector four MiG-25s and four MiG-21s against you and your wingman. These aircraft are about 175 nautical miles to the east-southeast. On the mainland, the Pakistanis have on patrol four MiG-21s and two F-16s on their side of the border. Eight Indian MiG-21s patrol on their side of the border.

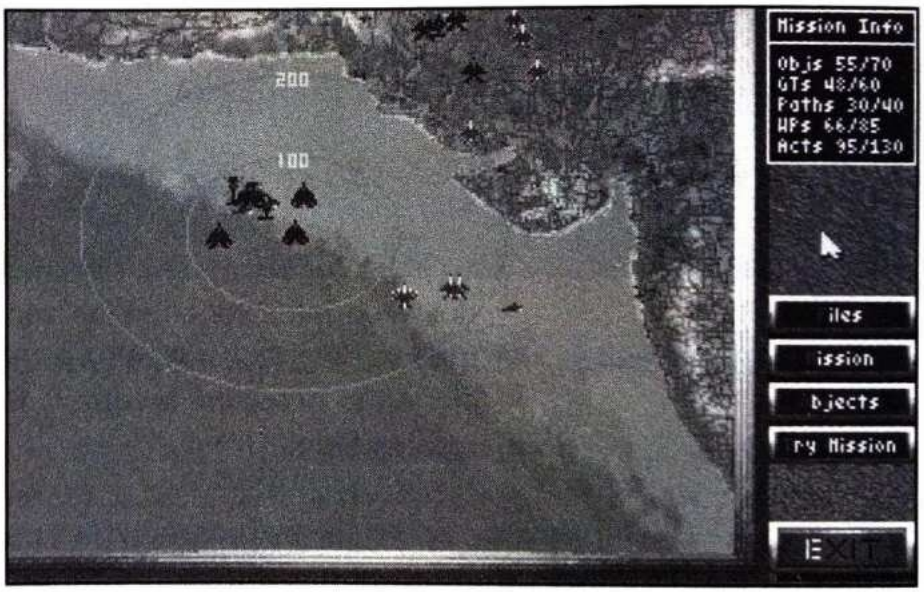


Figure 11-8
Indian Sub Culture, Khyber Rifles Missions 9 and 12

MISSION 12: INDIAN SUB CULTURE: DEFEND CARRIER BATTLE GROUP FROM HARRIER AIR ATTACK

This mission is an exact duplicate of Mission 9, except the briefing text is different. After reading the briefing text below, refer to Mission 9 found earlier in this chapter for a description of the mission.

Briefing: Due to the lack of Scud missiles for attacks against Pakistan, the Indian government has changed its plans. Helicopters and sonar have detected several submarines in the area—an old tactic used during World War II submarine warfare called the wolf pack attack. The inbound warnings alarmed a destroyer of impending disaster, but within minutes, the damage has already been done. A U.S. frigate, its hull shuddering, is dead in the water, and a destroyer has caught fire. The CIC has detected aircraft inbound from the Indian carrier. From your position in the CAP, you must prevent the attacking Harriers from sinking the battle-damaged ships. The Ready Five has also been launched for extra protection.

Missions 10 and 11 (Cobras for Delivery): You fly Mission 10 if you lose Missions 5 or 8 (Returning the Favor). You fly Mission 11 if you lose Missions 6 or 7 (Midnight).

MISSION 10: COBRAS FOR DELIVERY: INTERCEPT TRANSPORTS

Briefing: Several An-22s transports will attempt to resupply the Scud site that survived the previous attack. Only one of the transport aircraft has the Scuds on board. To ensure that the Scuds are not delivered, intercept all of the transport aircraft and their fighter escorts. Your first waypoint is the sight where we suspect the aircraft to head; the second is Bombay, where the aircraft are coming from.

- **Victory** Splash the five transports that may be able to resupply the Scud site
- **Time** 22:36
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, two E-2Cs, six F-14s (CAP 1, 2, Ready 5), one SH-2 (SAR Helo), two F-18s, six MiG-21s (Pakistan)
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, six AV-8s, eight MiG-21s, two MiG-29s, two MiG-23s, two Mirages, five An-22s
- **Neutral Forces** One DC-10
- **Situation** You and your wingman launch and then are directed to Ambala, where five Indian An-22 transports carrying Scud missiles are

headed. The An-22s are escorted by two MiG-29s. On orders from the Indian air force, eight MiG-21s patrol over the border: two northwest of Jamnagar, two west of the nuclear plant, two west of Ambala, and two west of Adampur. The Indians station two MiG-23s and two Mirages at Bombay, and six AV-8s fly over their naval task force west of Bombay. The Pakistanis place six MiG-21s on patrol near the border, four east of Rafiqui and two east of Sargodha.

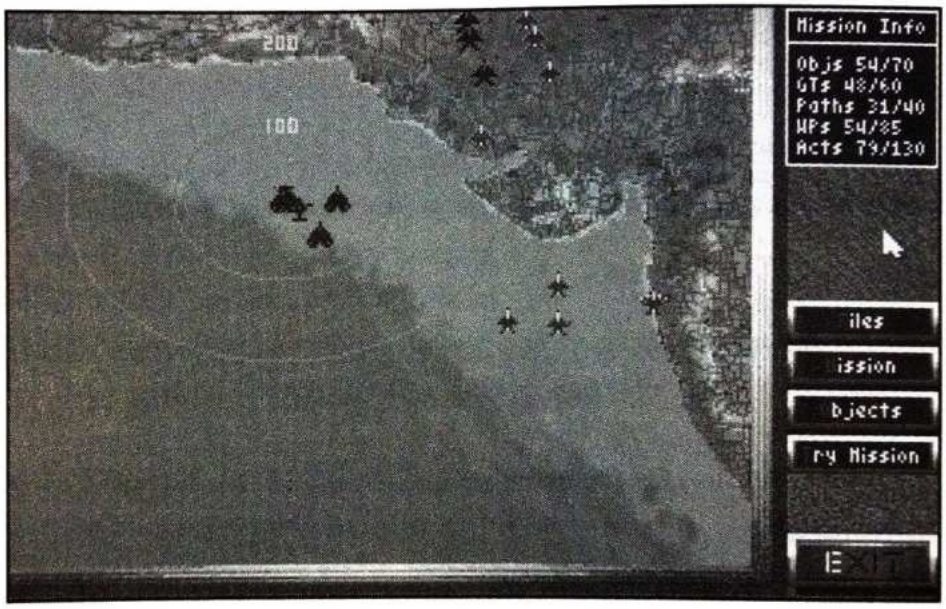


Figure 11-9
Cobras for Delivery, Khyber Rifles Missions 10 and 11

MISSION 11: COBRAS FOR DELIVERY: INTERCEPT TRANSPORTS

This mission is an exact duplicate of Mission 10, except the briefing text is different. After reading the briefing text below, refer to Mission 10 found earlier in this chapter for a description of the mission.

Briefing: With the E-2C out of the way and the prolonged attempt to rescue it's crew, the Indian forces think that we aren't watching them. An-22s have been detected which are undoubtedly enroute to resupply Indian Scud sites planned for use in further attacks against Pakistan. Only one of the transport aircraft has Scuds on board. You must intercept all transport aircraft and their escorts to block the resupply. Your first waypoint is placed where we suspect the transports to head. The second is Bombay, where the transports are coming from.

Missions 13 and 16 (And You Thought Curry Was Hot!): You fly Mission 13 if you win Missions 9 or 12 (Indian Sub Culture). You fly Mission 16 if you win Missions 14 or 15 (Vampire!).

MISSION 13: AND YOU THOUGHT CURRY WAS HOT!: ESCORT AIR STRIKE AGAINST ENEMY CARRIER GROUP

Briefing: Following the loss of most of its AV-8 Harriers, the Indian carrier group has retreated southward to the safety of Bombay. Your F-14s have been ordered to lead a strike package of A-6Es and F/A-18 fighter/bombers to cripple the carrier. Land-based MiG-23 Floggers, MiG-29 Fulcrums, and MiG-21 Fishbeds have been sent, determined to stop you. The F-14s training the Pakistanis at Sargodha have been ordered to help you with the protection of the strike package. ID, ID, ID! Not all land-based fighters are hostile. Pakistani F-16s and MiG-21s have been deployed to join in the fray!

- **Victory** At least six of the eight F/A-18 strike aircraft must complete their mission and return to the carrier
- **Time** 12:45
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one FFG, two E-2Cs, 10 F-14s (CAP 1, 2, Ready 5, Strike 1, 2), one SH-2 (SAR Helo), four F/A-18s, four A6-Es, four MiG-21s (Pakistan), four F-16s (Pakistan)
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, two AV-8s, twelve MiG-21s, four MiG-29s, four MiG-23s
- **Situation** You and your wingman launch and help escort an air strike against the Indian carrier group. The strike consists of four F/A-18s and four A6-Es from your carrier. Two other F-14s also fly escort. Two Pakistani F-16s also attack from Karachi. Two more F-14s approach from Sargodha. Two AV-8s fly CAP over the Indian carrier. In addition, four MiG-21s from Jamnapur and four from New Delhi also fly toward the carrier. Four MiG-29s and four MiG-21s vector from Bombay against you. Four MiG-23s, already west of Bombay, vector against the A-6Es you cover.

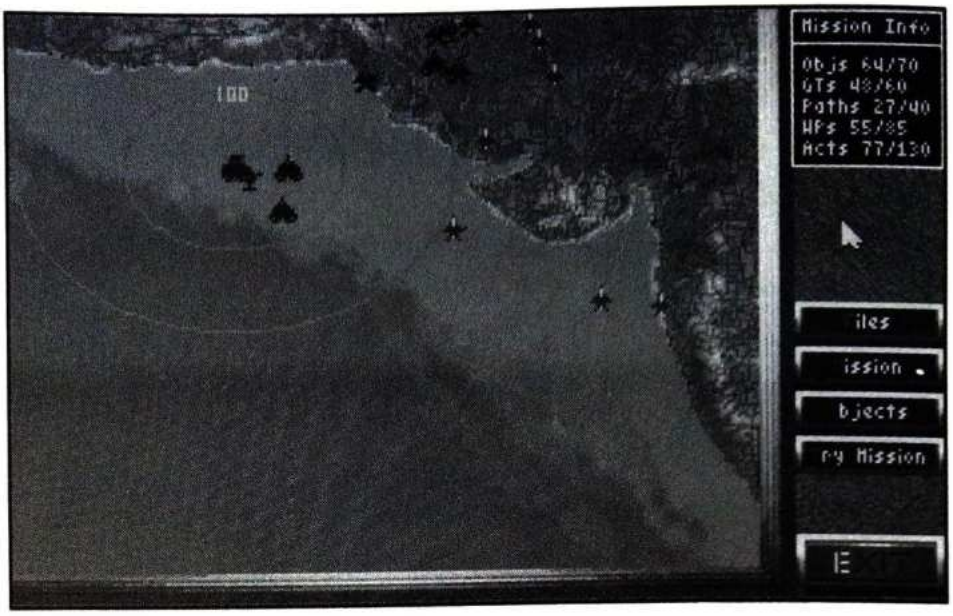


Figure 11-10
And You Thought Curry Was Hot!, Khyber Rifles Missions 13 and 16

MISSION 16: AND YOU THOUGHT CURRY WAS HOT!: ESCORT AIR STRIKE AGAINST ENEMY CARRIER GROUP

This mission is the exact duplicate of Mission 13, except the briefing is different. After reading the briefing below, refer to Mission 13 found earlier in this chapter for description of the mission.

Briefing: The destroyer was not hit by the Silkworm attack. The Indian carrier group has retreated southward to the safety of Bombay in fear of a retaliatory strike from the advancing U. S. carrier. Your F-14s have been ordered to lead a strike package of A-6Es and F/A-18 fighter/bombers to cripple the carrier. Land-based MiG-23 Floggers, MiG-29 Fulcrums, and MiG-21 Fishbeds have been sent, determined to stop you. The F-14s training the Pakistanis at Sargodha advance to aid with the protection of the strike package. ID, ID, ID! Not all land-based fighters are hostile. Pakistani F-16s and MiG-21s aircraft also join in the fray!

Missions 14 and 15 (Vampire!): You fly Mission 14 if you lose Missions 9 or 12 (Indian Sub Culture). You fly Mission 15 is you lose Missions 10 or 11 (Cobras for Delivery).

MISSION 14: VAMPIRE!: INTERCEPT INCOMING SILKWORM MISSILES

Briefing: The Indian Armed Forces have pushed our carrier away from India and out of the fight with Pakistan. The Indians can now continue to move into the disputed areas without fear of retribution from the U. S. To let the world know that India is a force to be reckoned with, several Silkworm missiles have been launched against the crippled destroyer. Its only hope is that you intercept the missiles, giving it enough time to get out of range. No Indian fighters are in range. There are eight inbound missiles. The destroyer's defense weapons are currently off-line, so it is all up to you.

- **Victory** Prevent the eight Silkworm missiles from hitting the destroyer
- **Time** Random
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, two E-2Cs, six F-14s (CAP 1, 2, Ready 5), one SH-2 (SAR Helo), six MiG-21s (Pakistan)
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, one SSN, six AV-8s, eight MiG-21s, eight Silkworms (Anti-ship missiles)
- **Situation** You and your wingman are airborne over a badly damaged U. S. Navy Destroyer that is trying to pull back from the Indian coastline. India launches eight Silkworm missiles against the Destroyer from Jamnapur. Normal patrols of MiG-21s from both India and Pakistan patrol their borders. One E-2C returns to the carrier from the vicinity of Rafiqui. The Indian carrier *Virat* is staged west of Bombay. An Indian submarine lies about 125 nautical miles south-southeast of you.

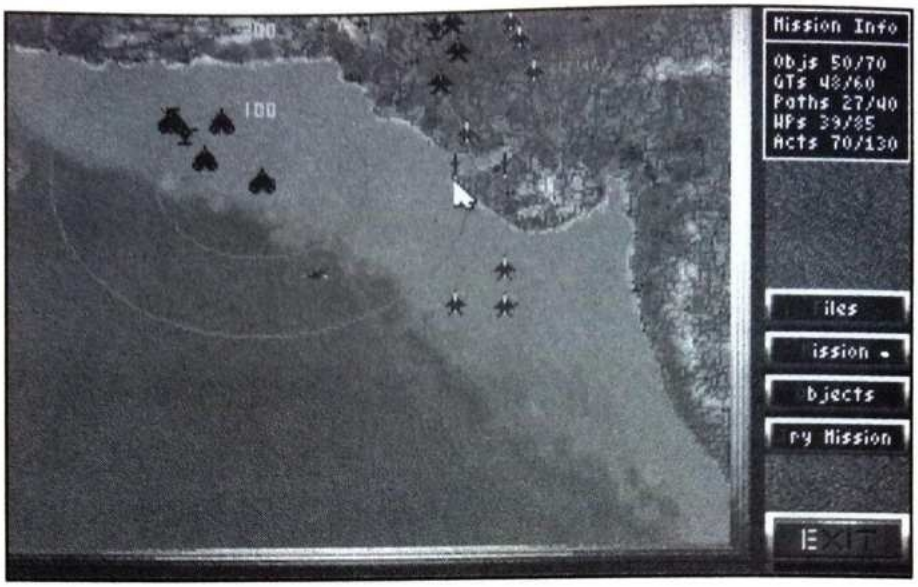


Figure 11-11
Vampire!, Khyber Rifles Missions 14 and 15

MISSION 15: VAMPIRE!: INTERCEPT INCOMING SILKWORM MISSILES

This mission is the exact duplicate of Mission 14, except the briefing is different. After reading the briefing text below, refer to Mission 14 found earlier in this chapter for a description of the mission.

Briefing: With their Scud sites resupplied, the Indians have continued their offensive. The Indian Armed Forces have pushed our carrier group away from their country and out of the fight with Pakistan. They can now continue to move into the disputed areas without fear of retribution from the U. S. A submarine has gotten close enough to torpedo one of our destroyers. To let the world know that India is a force to be reckoned with, several Silkworm missiles have been launched against the crippled destroyer. Its hope is that you intercept the missiles, allowing the destroyer to get out of range. No Indian fighters are in range. There are eight inbound missiles. The destroyer's defense weapons are currently off-line, so it is all up to you.

Missions 17 and 20 (Nuclear Nightmare): You fly Mission 17 if you win Missions 13 or 16 (And You Thought Curry Was Hot!). You fly Mission 20 if you win Missions 18 or 19 (Custer of the Indian Ocean)

MISSION 17: NUCLEAR NIGHTMARE: ESCORT AIR STRIKE AND INTERCEPT TRANSPORT

Briefing: With their carrier group heavily damaged, the Indians have strategized how to improve their current situation. Under the cover of night, an An-22 transport aircraft has been dispatched from a base near Bombay to Muradnagar. With the increased activity at this nuclear facility, only one conclusion can be drawn—a nuclear weapon has been developed and is about to be delivered to a base that has the proper delivery platforms. You must lead a strike package against the facility from the southwest, while Pakistani aircraft attack from the north. New Delhi is heavily defended. Expect to encounter MiG-21s, MiG-23s, and MiG-29s. The An-22 transport must be destroyed.

- **Victory** Four of the six A-6E strike aircraft must complete their mission and return home; you must also splash the An-22 transport to prevent a nuclear weapon from being used
- **Time** 02:39
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, six F-14s (CAP 1, 2, Ready 5), one SH-2 (SAR Helo), four MiG-21s (Pakistan)
- **Enemy Forces** One CV (*Virat*), one FF, one DDG, one AFS, two AV-8s, 10 MiG-21s, four MiG-29s, two MiG-23s, two Mirages, one An-22, one Ka-25 (Helo)
- **Situation** You and your wingman launch and escort six A-6Es on an attack against the Indian air base at Jodhpur. Two additional A-6Es attack an SA-6 SAM battery near Ambala, and another A-6E attacks an SA-2 SAM battery near Adampur. There are two Pakistani MiG-21s east of Rafiqui and two more east of Sargodha. The Indians fly eight MiG-21s on CAP near the border: two northwest of Jamnagar, two west of New Delhi, two west of Adampur, and two west of Ambala. These patrols all fly at around 20,000 feet. Two MiG-23s at Ambala are directed against the pair of A-6Es headed for that city. Four MiG-29s fly CAP east of Jodhpur. Two MiG-21s north of Bombay fly toward Ambala to begin a CAP there. A single An-22, with an escort of two Mirages, moves from north of Bombay toward Jodhpur.

Figure 11-12
Nuclear Nightmare, Khyber Rifles Missions 17 and 20

MISSION 20: NUCLEAR NIGHTMARE: ESCORT AIR STRIKE AND INTERCEPT TRANSPORT

This mission is an exact duplicate of Mission 17, except the briefing is different. After reading the briefing text below, refer to Mission 17 found earlier in this chapter for a description of the mission.

Briefing: After our attempt to disable their carrier, the Indian Armed Forces have decided to employ their backup plan. Under the cover of night, an An-22 transport aircraft has been dispatched from a base near Bombay to Muradnagar. With the increased activity at this nuclear facility, only one conclusion can be drawn—a nuclear weapon has been developed and is about to be delivered to a base that has the proper delivery platforms. You are to lead a strike package against the facility from the southeast, while Pakistani aircraft attack from the north. New Delhi is heavily defended. Expect to encounter MiG-21s, MiG-23s, and MiG-29s. The An-22 transport must be destroyed.

Missions 18 and 19 (Custer of the Indian Ocean): You fly Mission 18 if you lose Missions 13 or 16 (And You Thought Curry Was Hot!). You fly Mission 19 if you lose Missions 14 or 15 (Vampire!).

MISSION 18: CUSTER OF THE INDIAN OCEAN: DEFEND CARRIER BATTLE GROUP AGAINST AIR STRIKE

Briefing: Following the failure of the attack against the Indian carrier, the tide of battle has suddenly turned against the U. S. A massive submarine attack is underway. The Indian carrier has flanked our carrier. Harriers have begun to attack from the south; Floggers and Fulcrums have begun to attack from the east. The Pakistani forces are of limited help in this situation, because an Indian offensive has been activated along the northeastern border. A call to Diego Garcia for reinforcements has gone out. A massive Indian offensive has begun. The *America* has left the Persian Gulf, steaming south to render assistance. A running battle has broken out, and your carrier has retreated to the northwest. Protect the fleet.

- **Victory** Shoot down approaching bombers (at least nine out of 12 AV-8s and Mirages) to prevent any friendly ships from being sunk
- **Time** Random
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, two E-2Cs, six F-14s (CAP 1, 2, Ready 5), one SH-2 (SAR Helo), six MiG-21s (Pakistan)
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, eight AV-8s, eight MiG-21s, four MiG-29s, two MiG-23s, eight Mirages
- **Situation** You and your wingman are airborne and southeast of the *Eisenhower* on CAP. Two other F-14s fly CAP south of the carrier and two more east of her. Four AV-8s advance from the *Virat* to attack our carrier, covered by two more AV-8s. They approach from the southwest. Eight Mirages leave Jamnagar to attack our carrier, as well, covered by two MiG-29s and one MiG-23. In addition, two MiG-29s and one MiG-23 from Jamnagar vector directly against you.

Figure 11-13
Custer of the Indian Ocean, Khyber Rifles Missions 18 and 19

MISSION 19: CUSTER OF THE INDIAN OCEAN: DEFEND CARRIER BATTLE GROUP AGAINST AIR STRIKE

This mission is an exact duplicate of Mission 18 except for the different briefing text. After reading the briefing text below, refer to Mission 18 found earlier in this chapter for a description of the mission.

Briefing: The Silkworm missiles have finished off the wounded destroyer. Now a massive submarine attack has been launched. While the group has been harassed underwater, the Indian carrier has flanked our carrier. Harriers have begun to attack from the south; Floggers and Fulcrums have begun to attack from the east. The Pakistani forces are of limited help, because an Indian offensive has been activated along the northeastern border. A call to Diego Garcia has gone out for reinforcements. A massive offensive has begun. The *America,* steaming south from the Persian Gulf, has been sent to render assistance. A running battle has broken out, and our carrier has retreated to the northwest. Protect the fleet.

Mission 21 (Bombay Away!): You fly Mission 21 if you win Missions 17 or 20 (Nuclear Nightmare). If you win this mission, you win the campaign.

MISSION 21: BOMBAY AWAY!: ESCORT AIR STRIKE

Briefing: The government of India has never understood that with nuclear capability comes the responsibility to never use it in anger for political or economic gain at the expense of another regime. A final three-pronged attack will ensure that India's military capability is reduced for quite some time. Your mission, the first prong in the planned attack, is to lead the final attack on the carrier task force in Bombay harbor. The second prong will be a Pakistani attack against New Delhi and its military factories. The third prong will be a Pakistani attack against the industrial side of Bombay. The U.S. position in this is to deny India the ability to project its power over the seas. Expect AV-8 and MiG-29 adversaries.

- **Victory** Four of the eight A-6E and F/A-18 strike aircraft must complete their mission and return to the carrier
- **Time** 08:23
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, five F-14s (CAP 1, 2, Ready 5), one SH-2 (SAR Helo), five F/A-18s, four A-6Es, eight F-16s (Pakistan)
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, one AFS, eight AV-8s, four MiG-21s, six MiG-29s, four MiG-23s
- **Situation** You and your wingman launch and escort four F/A-18s on an attack against the Indian aircraft carrier *Virat*, now at Bombay. Four A-6Es also attack the *Virat*. A lone F/A-18 heads for Bombay to engage enemy fighters. Four Pakistani F-16s from near Sargodha attack the air base at Bombay. Four additional F-16s cover them. Four Indian MiG-21s north of Bombay are directed against the Pakistani F-16s from Sargodha. Six Indian MiG-29s provide CAP over the Bombay air base at 24,000 feet. The Indians station four AV-8s on CAP near Bombay: two north of the city and two west of the city, all flying at around 18,000 feet. Four additional AV-8s fly over the *Virat*. Four MiG-23s from Jamnagar are directed against the F/A-18s that you escort.

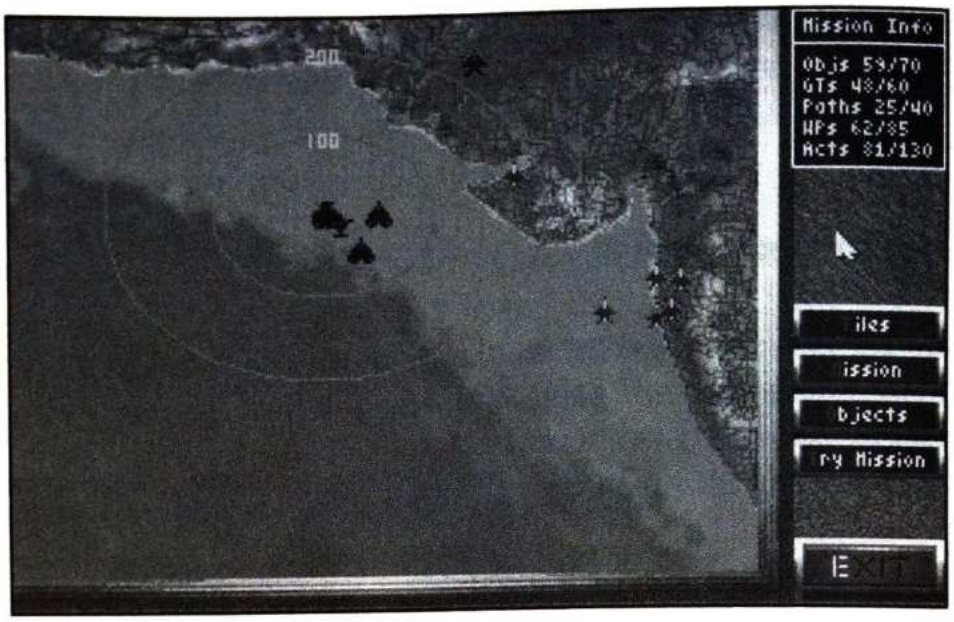


Figure 11-14
Bombay Away!,
Khyber Rifles Mission 21

Missions 22 and 23 (Mongoose Surprise): You fly Mission 22 if you lose Missions 17 or 20 (Nuclear Nightmare). You fly Mission 23 if you lose Missions 18 or 19 (Custer of the Indian Ocean). If you win this mission, you win the campaign.

MISSION 22: MONGOOSE SURPRISE: ESCORT AIR STRIKE

Briefing: While you kept busy trying to take care of the potential nuclear threat, several An-22s have flown up the western coast and delivered a very specific type of humanitarian "aid" to the people of Jamnagar. These supplies consisted of Silkworm missiles. You are to lead a strike package against the launchers. Expect to encounter AV-8 Harriers from the aircraft carrier and MiG-21 Fishbeds from the base.

- **Victory** Four of the six A-6E strike aircraft that you are escorting must complete their mission and return home
- **Time** 18:30
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, two E-2Cs, six F-14s (CAP 1, 2, Ready 5), one SH-2 (SAR Helo), six A-6Es, six MiG-21s (Pakistan)
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, eight AV-8s, sixteen MiG-21s

✪ **Situation** You and your wingman launch and escort four A-6Es on an attack against an Indian Silkworm battery near Jamnagar. Two additional A-6Es attack an SA-2 SAM battery near the Silkworms. The Indians fly four MiG-21s on CAP over Jamnagar flying at 19,000 feet. Four other MiG-21s from Jamnagar vector against the four A-6Es you are escorting. Four AV-8s from the *Virat,* located south of Jamnagar, fly to the city and vector against the A-6Es you are escorting. To the north, six Pakistani MiG-21s and eight Indian MiG-21s patrol their respective sides of the front.

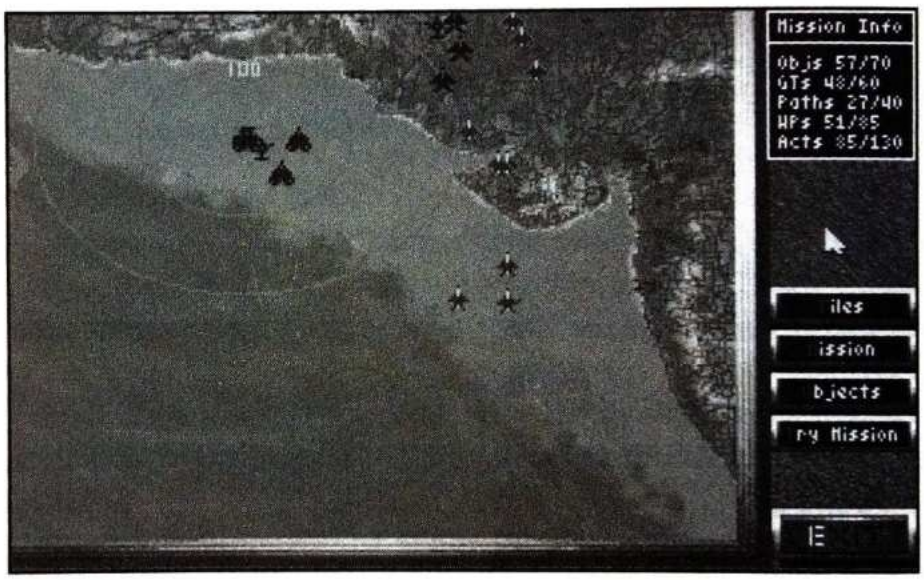


Figure 11-15
Mongoose Surprise, Khyber Rifles Missions 22 and 23

MISSION 23: MONGOOSE SURPRISE: ESCORT AIR STRIKE

This mission is an exact duplicate of Mission 22 except for the different briefing text. After reading the briefing text below, refer to Mission 22 found earlier in this chapter for a description of the mission.

Briefing: While the carrier group was busy trying to recover from the Indian attack, several An-22s have flown up the Western coast and delivered a specific type of humanitarian "aid" to the people of Jamnagar. These supplies consisted of Silkworm missiles. You are to lead a strike package against the launchers. Expect to encounter AV-8 Harriers from the aircraft carrier and MiG-21 Fishbeds from the base.

Missions 24 and 25 (Harrier Hassle): You fly Mission 24 if you lose Mission 21 (Bombay Away!). You fly Mission 25 if you lose Missions 22 or 23 (Mongoose Surprise). If you win this mission, you win the campaign.

MISSION 24: HARRIER HASSLE: PROVIDE AIR COVER FOR SAR MISSION

Briefing: An A-6E has gone down and, since, has been protected by his wingman. The remaining A-6E has been able to keep the patrol boats at bay but has had trouble with the AV-8 Harriers. Protect the SH-2 SAR helicopter and the A-6E by driving off or splashing the AV-8 Harriers.

- **Victory** The SH-2 that you are covering must survive and complete its rescue mission; in addition, the A-6E still airborne must survive
- **Time** Random
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one Raft, two E-2Cs, six F-14s (CAP 1, 2, Ready 5), one SH-2 (SAR Helo), one A-6E, six MiG-21s (Pakistan)
- **Enemy Forces** One CV (*Virat*), one FF, one DDG, one PTM, eight AV-8s, eight MiG-21s
- **Situation** You and your wingman launch and fly to the position of a raft containing the air crew from the downed A-6E. An SH-2 SAR helicopter is on its way to the raft to pick up the crew. A single A-6E flies over the raft now and engages an Indian patrol boat (PTM) that approaches the raft. Four Indian AV-8s from the *Virat*, located west of Bombay, vector against the SH-2 helicopter. Additionally, four additional Indian AV-8s fly CAP to the west and north of the *Virat*. Far to the north, six Pakistani MiG-21s and eight Indian MiG-21s patrol their sides of the front.

Figure 11-16
Harrier Hassle, Khyber Rifles Missions 24 and 25

MISSION 25: HARRIER HASSLE: PROVIDE AIR COVER FOR SAR MISSION

This mission is an exact duplicate of Mission 24 except for the different briefing text. After reading the briefing text below, refer to Mission 24 found earlier in this chapter for a description of the mission.

Briefing: During our attack against the Silkworm sites, an A-6E went down and, since, has been protected by his wingman. The remaining A-6E has been able to keep the patrol boats at bay but has had trouble with the Harriers. Protect the SH-2 SAR helicopter and the A-6E by driving off or splashing the incoming AV-8 Harriers.

INDIAN OCEAN CRUISE
12

The Indian Ocean Cruise Campaign places the USS *Eisenhower* and its air group off Pakistan, near the border of Pakistan and India. India practices amphibious assaults that appear very menacing to the Pakistanis, especially since the major Pakistan city of Karachi is a coastal city.

The equipment available to the two possible protagonists is the same as for the Khyber Rifles Campaign, discussed earlier in Chapter 11. The same types of aircraft that were encountered in the missions of that campaign appear again in the Indian Ocean Cruise Campaign.

SITUATION AND MISSIONS

The general situation in this theater is shown in Figure 11-1 and described in Table 11-1, both found in the previous chapter. The placement of airports and ground targets is the same as it was in the Khyber Rifles Campaign discussed in Chapter 11.

The Indian Ocean Cruise Mission Tree is shown in Figure 12-1. An explanation of how to read this tree is found at the start of Chapter 5. However, the campaigns in India and Korea follow different flows than the campaigns in the Mediterranean or the North Cape. Winning any one of the Charge of the Lite Brigade, The New 24 Hour Delhi, or Karachi Crispies missions successfully completes the campaign. The individual missions of this campaign are described in the remainder of this chapter. For each mission, an accompanying situation map showing the starting location of the forces on each side is included. Time, weather, and cloud ceiling are random for all missions in this campaign unless specifically mentioned in the briefing.

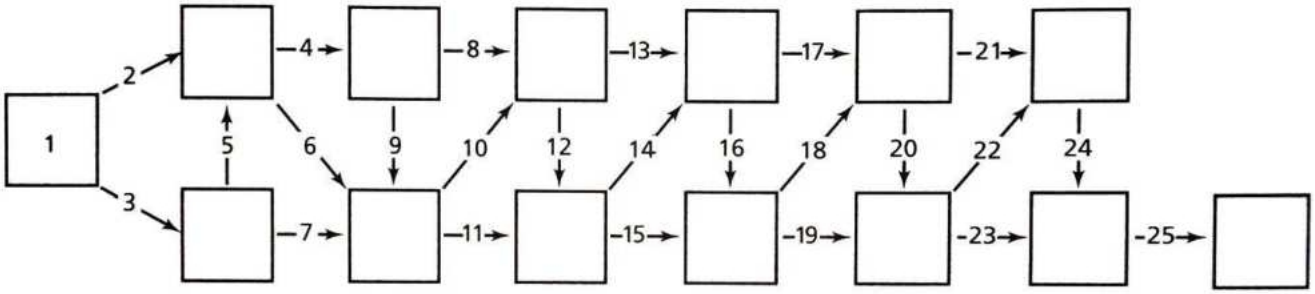


Figure 12-1 Indian Ocean Cruise Mission Tree

1	Flexing National Policy
2 and 5	Air Traffic Control
3	Bad Karma
4	Who's Sari Now
6, 7, and 9	Lure of the Cobra
8 and 10	Indians, Indians Everywhere
11 and 12	Whirling Dervishes
13 and 14	A New Disaster . . . Scuds Raining Down
15 and 16	Punjab Then a Right Cross
17 and 18	Sikh and Ye Shall Find
19 and 20	Mrs. Bhutto . . . Well Hello Dali
21 and 22	Charge of the Lite Brigade
23 and 24	The New 24 Hour Delhi
25	Karachi Krispies

Mission: Flexing National Policy: Visual Reconnaissance

Briefing: Although the government of India has long professed that all religions have equal representation, the obvious quarrels between Hindus and Muslims have resulted in over 9,500 Muslim deaths in related border skirmishes in the Kashmir area. Recently, 65 "rebels" were killed near the village of Sopur. Strong Muslim ties exist

with Pakistan and, because of the constantly changing Northern border, tribal boundaries tend to overlap. The recent skirmish has resulted in increased air activity. An E2-C has been dispatched to provide battlefield information. Your job is to provide current information by flying an armed visual reconnaissance mission over the area. Rules of engagement (ROE) are visual identification (ID) or witnessing a hostile act.

- **Victory** Investigate the area around your first waypoint and keep both you and your wingman safe. You and your wingman must survive, and the four Indian Mirage fighters must be shot down.
- **Friendly Forces** One CV (*Eisenhower*), two CGs, three DDGs, one E-2C, Eight F-14s (CAP 1, 2, 3, Ready 5), one SH-2 (SAR Helo)
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, six AV-8s, six MiG 21s, four Mirages
- **Situation** You and your wingman are about 175 nautical miles east of the *Eisenhower*, just off the coast of the India/Pakistan border. You are directed to make a visual reconnaissance of the border and then return. Six Indian MiG-21s fly near the border: two west of Delhi, two west of Ambala, and two west of Adampur. The MiG-21s near Delhi and Ambala investigate you. Four Indian Mirages also near Adampur investigate you, as well. Any of the Indian aircraft might attack you, but the Mirages are most likely to do so.

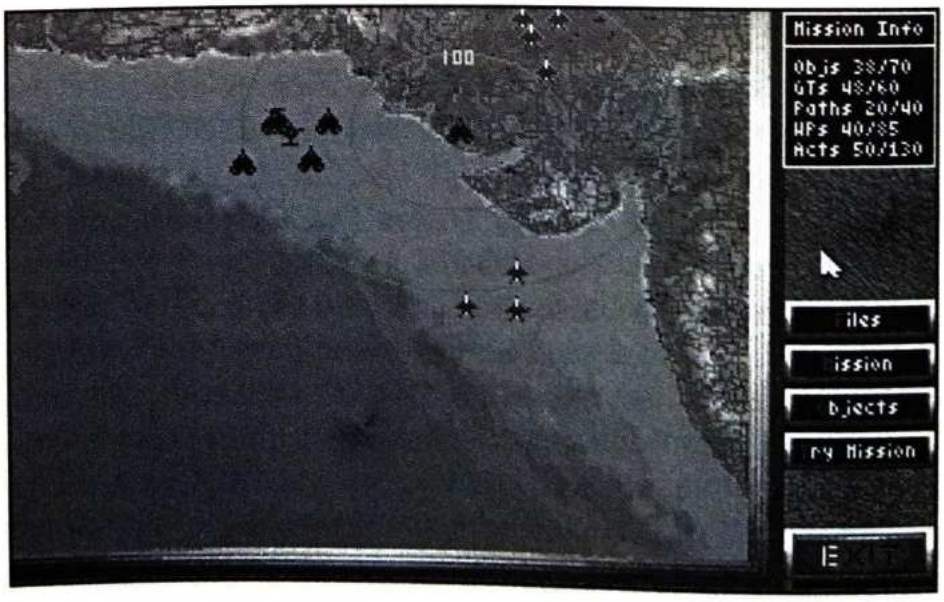


Figure 12-2
Flexing National Policy, Indian Ocean Cruise Mission 1

Missions 2 and 5 (Air Traffic Control): You fly Mission 2 if you win Mission 1 (Flexing National Policy). You fly Mission 5 if you win Mission 3 (Bad Karma).

MISSION 2: AIR TRAFFIC CONTROL: WARN OFF INDIAN AIR FORCE MiG-25s

Briefing: Both the governments of India and Pakistan have put their forces on full scale alert following the downing of the Indian MiG-21. The U.S. has been asked to provide airborne surveillance of India's military movements, especially within the area in which they conduct exercises. India has filed a formal protest with the United Nations for the "obvious imperialistic motives of the United States." The Indian fleet has maneuvered northwest of its usual position off the coast of Bombay. In support of the exercise, the fleet has now pushed southwest of our task force, placing it 300 NM southwest of Karachi. Daily missions of Harriers run intercepts toward the E-2C. Occasionally, a MiG-25 Foxbat has flown over the exercise area and pressed ever so slightly further west. Your job is to intercept any intruders, fly up next to them, and see if they will follow you away. Once again, we are merely observers—no shooting unless fired upon.

- **Victory** Escort the MiG-25 Foxbat away from the E-2C Hawkeye. You lose the mission if the Hawkeye is lost or if you are forced to shoot down any of the Indian MiG-25s or AV-8s.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, two E-2Cs, four F-14s (CAP 1, 2), six MiG-21s (Pakistan)
- **Enemy Forces** One CV (*Virat*), one FF, two, DDGs, five LSTs, six AV-8s, two MiG-25s, eight MiG-21s
- **Situation** Two MiG-25s leave the Indian air base at Jamnagar and fly toward a single E-2C now flying northeast of your carrier. The MiG-25s close with the E-2C aircraft, then return to Jamnagar. They do not attack the E-2C if you pose a threat to them. Four AV-8s fly toward the same E-2C from the *Virat*, now sailing to the southeast of your carrier. They also close with the Hawkeye but pull off if threatened. Eight other Indian MiG-21s are airborne: two each west of New Delhi, Ambala, and

Adampur, and two northwest of Jamnagar. You and your wingman fly CAP southeast of the carrier. Six Pakistani MiG-21s patrol east of Sargodha and Rafiqui. Five Indian amphibious landing ships (LST) are near Jamnagar, returning to that port.

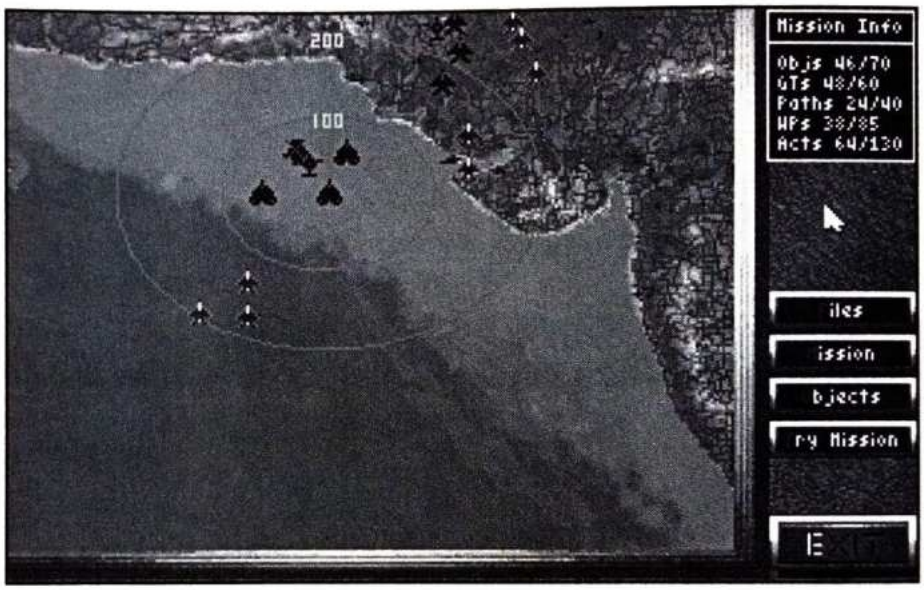


Figure 12-3
Air Traffic Control, Indian Ocean Cruise Missions 2 and 5

MISSION 5: AIR TRAFFIC CONTROL: WARN OFF INDIAN AIR FORCE MiG-25s

This mission is a duplicate of Mission 2, except the briefing is slightly different. After you have read the briefing text, refer to the Mission 2 description, above.

Briefing: Both the governments of India and Pakistan have put their forces on full scale alert following the downing of the Indian MiG-21. Good thing we were able to rescue the crew of that recon F-14, or things could be even worse. The U.S. has been asked to provide airborne surveillance of India's movements, especially within the area in which they conduct exercises. India has filed a formal protest with the United Nations for the "obvious imperialistic motives of the United States." The Indian

fleet has maneuvered northwest of its usual position off the coast of Bombay. In support of the exercise, the fleet has now pushed southwest of our task force, placing it 300 NM southwest of Karachi. Daily flights of Harriers run intercepts toward the E-2C. Occasionally, a MiG-25 Foxbat has flown over the exercise area and pressed ever so slightly further west. Your job is to fly up next to the intruders and escort them away. Once again, we are merely observers—no shooting unless fired upon.

Mission 3: (Bad Karma): You fly Mission 3 if you lose Mission 1 (Flexing National Policy).

MISSION 3: BAD KARMA: PREVENT INTERFERENCE WITH SAR MISSION

Briefing: The armed recon F-14s encountered more than was expected from a typical border skirmish. One of the aircraft was shot down, and a search and rescue (SAR) mission has been set up. Your job is to protect the rescue helicopter from attacking MiG-21s and helicopters. Pakistani commandos have also begun attempts to rescue the downed aviators. This may be the beginning of a bad week.

- **Victory** The SH-2 helicopter must survive and complete its SAR mission. You must destroy the three Indian Mi-8 helicopters.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, one SH-2 (SAR Helo), eight F-14s (CAP 1, 2, 3, Ready 5), six MiG-21s (Pakistan)
- **Enemy Force** One CV (*Virat*), one FF, two DDGs, six AV-8s, eight MiG-21s, two MiG-29s, four MiG-23s, three Mi-8s (Helos)
- **Enemy Forces** You and your wingman launch and try to overtake the SH-2 rescue helicopter on its way to the crash site of the downed aircraft. Two Indian MiG-29s head toward the crash site from Jodhpur. Four MiG-23s and three Mi-8 helicopters also approach the crash site from Jamnagar. The Mi-8s hunt a Pakistani commando team on the ground, which also searches for crash survivors. The MiG-23s cover the Mi-8s. Eight Indian MiG-21s patrol over the border: six west of Adampur,

Ambala, and New Delhi; and two northwest of Jamnagar. The Pakistanis have six MiG-21s airborne, four east of Rafiqui and two southeast of Sargodha flying to northwest of Jamnagar.

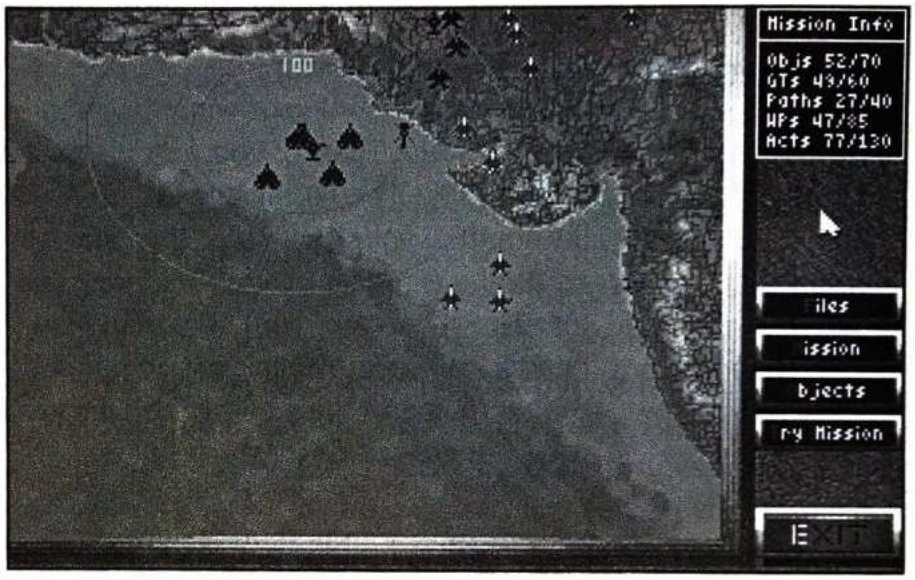


Figure 12-4
Bad Karma, Indian Ocean Cruise Mission 3

Mission 4 (Who's Sari Now): You fly Mission 4 if you win Mission 2 or 5 (Air Traffic Control).

MISSION 4: WHO'S SARI NOW: DEFEND FRIENDLY WARSHIP AGAINST AIR ATTACK

Briefing: Though you successfully kept away all those potentially hostile aircraft, tensions still remain high. The Indian amphibious exercise has taken on larger proportions. Several patrol boats have made feints toward the American fleet. An F/A-18 sent to overfly the boats and escort them out of the area has been fired upon. The F/A-18, armed with a Penguin missile, returned the favor, leaving the patrol boat listing badly and on fire. Several other patrol boats have ascended upon the southernmost frigate in our battle group. An exchange of fire has resulted in additional Indian losses. A flight of Harriers moves inbound toward the engagement. Stop the Harriers.

- **Victory** Shoot down the four attacking AV-8s and two of the four AV-8s acting as escorts.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one FFG, two E-2Cs, four F-14s (CAP 1, 2), one SH-2 (SAR Helo), One F/A-18, six MiG-21s (Pakistan)
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, five LSTs, five PTMs, eight AV-8s, six MiG-21s
- **Situation** You and your wingman are airborne, flying CAP southeast of the *Eisenhower*. East of you, a single frigate duels with five Indian patrol boats (PTM). The Indians send four AV-8s from their carrier, located to the south of your battle group, to attack the frigate. Two additional AV-8s escort the air strike. In addition, four Indian MiG-21s from Jamnagar vector against you and your wingman. Five Indian LSTs west of Jamnagar head for that port. The five Indian patrol boats also head for Jamnagar. To the north, the Indians and Pakistanis each fly six MiG-21s on CAP over their respective sides of the frontier.

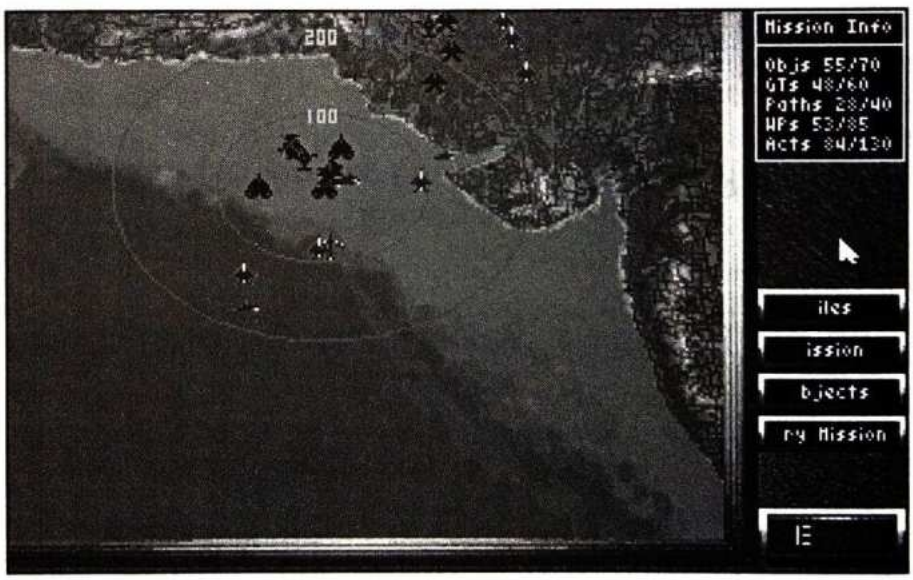


Figure 12-5
Who's Sari Now, Indian Ocean Cruise Mission 4

Missions 6, 7, and 9 (Lure of the Cobra): You fly Mission 6 if you lose Missions 2 or 5 (Air Traffic Control). You fly Mission 7 if you lose Mission 3 (Bad Karma). You fly Mission 9 if you lose Mission 4 (Who's Sari Now).

MISSION 6: LURE OF THE COBRA: DEFEND STRICKEN FRIGATE AGAINST AIR ATTACK

Briefing: Although their planes were the aggressors, the Indians are angry because we downed their aircraft. Several patrol boats made harassing runs at our frigates. One of the frigates attempted to chase them off. With flank power selected, the frigate bore down upon the patrol boats. The trailing patrol boat turned hard into the frigate on a collision course. The frigate maneuvered away but was led into a mine field. Several explosions occurred. The patrol boat again tried to ram the frigate, but exceptional gunnery destroyed it. The ensuing explosion actually lifted the boat out of the water. Damage to the frigate is severe. The patrol boat was actually a remote-controlled floating bomb. Your job is to keep enemy bombers from attacking the frigate until it can be towed to safety.

- **Victory** Both frigates must survive the mission. The two MiG-23s, four Mirages, and four attacking AV-8s must be destroyed.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, two FFGs, two E-2Cs, six F-14s (CAP 1, 2, Ready 5), one SH-2 (SAR Helo), six MiG-21s (Pakistan)
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, eight AV-8s, eight MiG-21s, four MiG-29s, two MiG-23s, four Mirages
- **Situation** You fly CAP northeast of the carrier but are immediately directed to a position over the two frigates to your east. Your wingman launches from the carrier to join you. Two Indian MiG-23s fly over the frigates now. Four AV-8s attack the frigates from the Indian aircraft carrier *Virat*, located south of the target ships. Two other AV-8s escort this attack. Four Mirages also come from Bombay to attack the frigate, escorted by four MiG-29s from Bombay. Six Pakistani MiG-21s and eight Indian MiG-21s patrol their respective sides of the border.

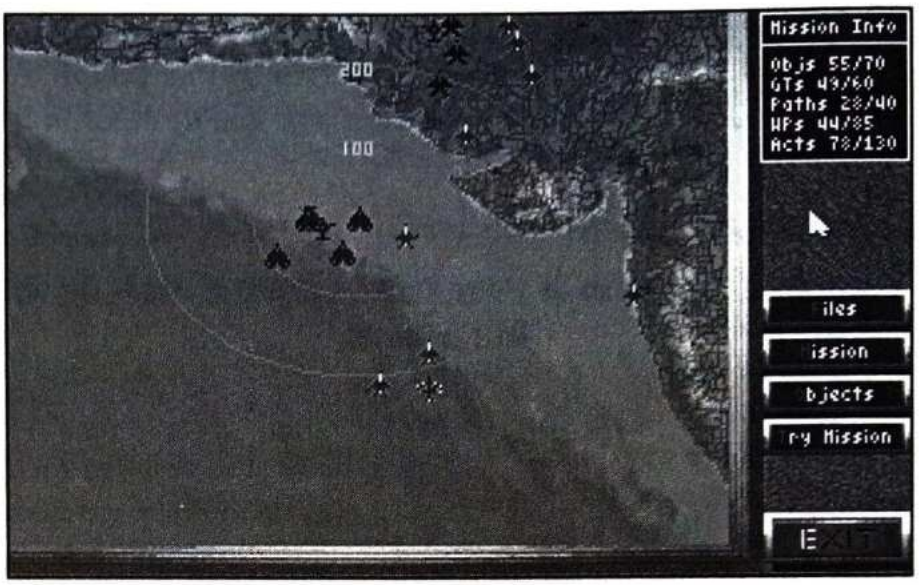


Figure 12-6
Lure of the Cobra, Indian Ocean Cruise Missions 6, 7, and 9

MISSION 7: LURE OF THE COBRA: DEFEND STRICKEN FRIGATE AGAINST AIR ATTACK

This mission is the exact duplicate of Mission 6, except the briefing text is different. After reading the briefing text below, refer to Mission 6 found earlier in this chapter for a description of the mission.

Briefing: Having foiled our SAR mission, the Indian forces have become rather cocky. Several patrol boats have made harassing runs at our frigates. One of the frigates attempted to chase them off. With flank power selected, the frigate bore down upon the patrol boats. The trailing patrol boat turned hard into the frigate on a collision course. The frigate maneuvered away but was led into a mine field. Several explosions occurred. The patrol boat attempted to ram again, but exceptional gunnery destroyed it. The ensuing explosion actually lifted the boat out of the water. Damage to the frigate is severe. The patrol boat was actually a remote-controlled floating bomb. Your job is to keep enemy bombers from attacking the frigate until it can be towed to safety.

MISSION 9: LURE OF THE COBRA: DEFEND STRICKEN FRIGATE AGAINST AIR ATTACK

This mission is a duplicate of Mission 6, except the briefing is different. After reading the briefing text and reviewing the situation map shown in Figure 12-6, refer to Mission 6 (above) for any other information about the mission.

Briefing: Even though their patrol boats performed well last time, their Harriers did not. It looks like they are going to try another air attack. Several patrol boats have made harassing runs at our frigates. One of the frigates attempted to chase them off. With flank power selected, the frigate bore down upon the patrol boats. The trailing patrol boat turned hard into the frigate on a collision course. The frigate maneuvered away but was led into a mine field. Several explosions occurred. The patrol boat attempted to ram again, but exceptional gunnery destroyed it. The ensuing explosion actually lifted the boat out of the water. Damage to the frigate is severe. The patrol boat was actually a remote-controlled floating bomb. Your job is to keep enemy bombers from attacking the frigate until it can be towed to safety.

Missions 8 and 10 (Indians, Indians Everywhere): You fly Mission 8 if you win Mission 4 (Who's Sari Now). You fly Mission 10 if you win Missions 6, 7, or 9 (Lure of the Cobra).

MISSION 8: INDIANS, INDIANS EVERYWHERE: DEFEND AIRPORT AND E-2C HAWKEYE AGAINST AIR ATTACK

Briefing: The clashes between both sides have worsened, and diplomatic discussions have failed. The Pakistani Airways flight 210 incident has reached a stalemate. In fact, the Pakistani minister called the Indian delegation a pack of jackals and walked out. Four hours later, the exercise from Jamnagar has shifted its focus 90 degrees. The city of Karachi is now its main objective. A flight of

MiG-29 Fulcrum aircraft have fired upon the E-2C. Several Fulcrums have swept over Karachi International Airport, while two flights of MiG-23s bombed it. A second E-2C has been launched, and your flight has been ordered to stop the bombing. Several F-16s have begun to retaliate against Jamnagar. The Pakistani government has asked for U.S. support in bombing. Operational orders (OPORD) remain unchanged: only protect the civilians in Karachi and protect the fleet.

- **Victory** Both E-2Cs must survive. The six MiG-23s and six out of eight MiG-29s must be destroyed.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, two E-2Cs, eight F-14s (CAP 1, 2, 3, 4), one SH-2 (SAR Helo), six MiG-21s (Pakistan), ten F-16s (Pakistan)
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, six AV-8s, eight MiG-21s, eight MiG-29s, nine MiG-23s
- **Situation** You and your wingman launch and fly to the Masroor Airport. Six Indian MiG-23s advance from the southeast to bomb the Hawk battery at that airport. Four Indian MiG-29s fly CAP at 19,000 feet over nearby Karachi. Four additional Indian MiG-29s fly CAP at 14,500 feet, southeast of Karachi. Three Indian MiG-23s fly CAP at 20,000 feet, east-southeast of Karachi. The Indians use eight MiG-21s to fly CAP over their frontier, including two northwest of Jamnagar. Two other F-14s launch from the carrier and fly to a point south of Sargodha to establish a CAP. The Pakistanis fly six MiG-21s on their side of the frontier. In addition, the Pakistanis send four F-16s to bomb Jamnagar, with an escort of four additional F-16s. Two more Pakistani F-16s fly to Jamnagar to establish a CAP over the city.

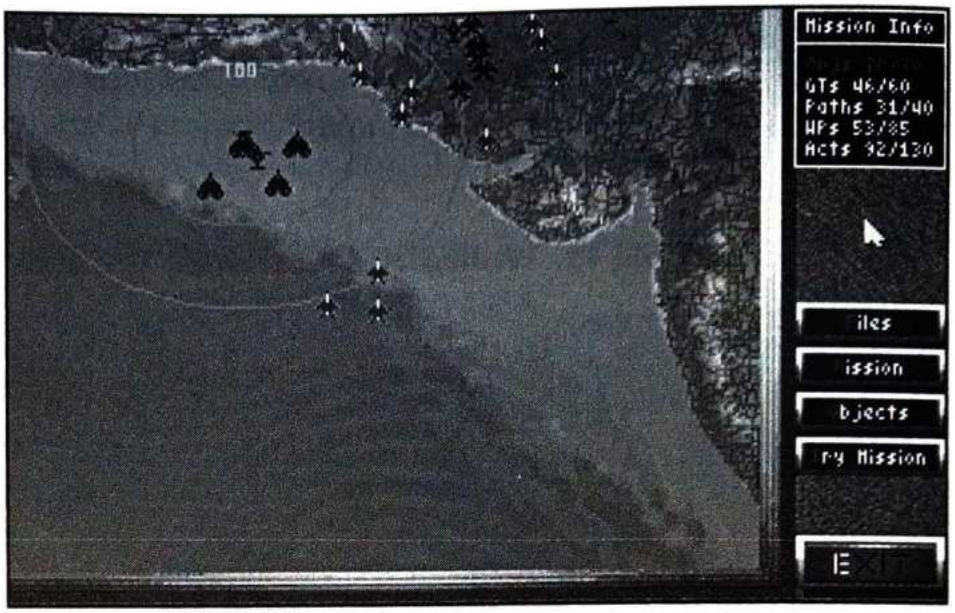


Figure 12-7
Indians, Indians Everywhere; Indian Ocean Cruise Missions 8 and 10

MISSION 10: INDIANS, INDIANS EVERYWHERE: DEFEND AIRPORT AND E-2C HAWKEYE AGAINST AIR ATTACK

This mission is an exact duplicate of Mission 8, except the briefing text is different. After reading the briefing text below, refer to Mission 8 found earlier in this chapter for a description of the mission.

Briefing: Good job! Repairs on the frigate are going well. The conflicts between our naval forces have not helped the situation, however. Diplomatic discussions have failed. The Pakistani Airways flight 210 incident has reached a stalemate. In fact, the Pakistani minister called the Indian delegation a pack of Jackals and walked out. Four hours later, the exercise from Jamnagar has shifted its focus 90 degrees, and now the city of Karachi is its main objective. A flight of MiG-29 Fulcrum aircraft has fired upon the E-2. Several Fulcrums have swept over Karachi International Airport, while two flights of MiG-23s bombed it. A second E-2C has been launched, and your flight has been tasked with stopping the bombing. F-16s have begun to retaliate against Jamnagar. The Pakistani government has asked for U.S. support in the bombing. The OPORD is still to just protect the civilians in Karachi, as well as the fleet.

Missions 11 and 12 (Whirling Dervishes): You fly Mission 11 if you lose Missions 6, 7, or 9 (Lure of the Cobra). You fly Mission 12 if you lose Missions 8 or 10 (Indians, Indians Everywhere).

MISSION 11: WHIRLING DERVISHES: DEFEND CARRIER BATTLE GROUP AND AIRPORT AGAINST AIR ATTACKS

Briefing: Several Foxbats have flown over Karachi as the amphibious attack begins. Two E-2Cs have been fired upon, and one has been destroyed. The MiG sweep over Karachi is a diversion. With our fleet still disorganized following the botched attempt to rescue the frigate, the Indians have decided to take another shot at us. Several flights of Exocet-carrying Mirages, with an escort of MiG-21 Fulcrums and MiG-21 Fishbeds, approach the U.S. fleet. Meanwhile, AV-8 Harriers pound the harbor around Karachi. Meet the incoming threat, then stop the Harriers with the aid of the Pakistani Air Force.

- **Victory** Destroy the six Mirages approaching the carrier and the four AV-8 Harriers attacking Karachi.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, six F-14s (CAP 1, 2, 3), one SH-2 (SAR Helo), four MiG-21s (Pakistan), six F-16s (Pakistan)
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, eight AV-8s, six MiG-21s, four MiG-29s, four MiG-25s, six Mirages
- **Situation** You and your wingman vector to Karachi from east of the carrier battle group. Two other F-14s launch from the *Eisenhower* and are directed against the four Indian Mirages coming on from the south-southeast of Karachi. The F-14s on CAP to the north of the carrier vector against two Indian Mirages advancing from the northwest of Karachi. Two F-14s on CAP to the east of the carrier vector against four AV-8s southeast of Karachi and headed to that airport. Four Pakistani F-16s at Sargodha fly to Masroor, near Karachi. Two additional Pakistani F-16s southeast of Sargodha vector against the Indian AV-8s. The Indian Air Force deploys two MiG-21s west of Ambala and two west of Adampur. These MiG-21s vector against four Pakistani MiG-21s east of Rafiqui and Sargodha. Two Indian MiG-21s west of New Delhi vector against you

and your wingman. Four Indian Mirages south-southeast of Karachi, escorted by four MiG-29s, attack your carrier. Two Indian Mirages northwest of Karachi also attack your carrier. Two Indian MiG-25s fly CAP at 21,000 feet east of Karachi, and two more fly CAP northwest of Karachi at 24,000 feet.

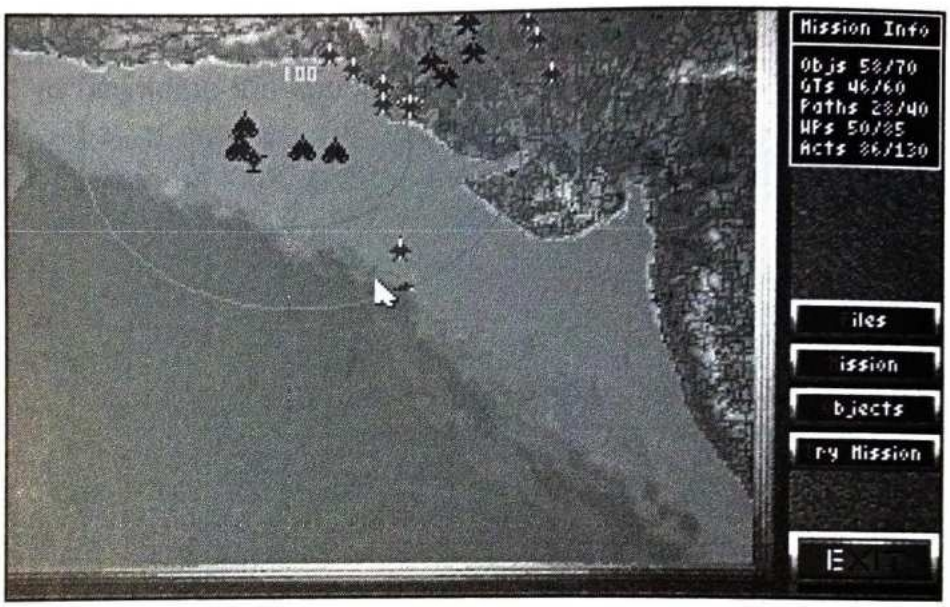


Figure 12-8
Whirling Dervishes, Indian Ocean Cruise Missions 11 and 12

MISSION 12: WHIRLING DERVISHES: DEFEND CARRIER BATTLE GROUP AND AIRPORT AGAINST AIR ATTACKS

This mission is an exact duplicate of Mission 11, except the briefing text is different. After reading the briefing text below, refer to Mission 11 found earlier in this chapter for a description of the mission.

Briefing: Several MiG-25 Foxbats flew over Karachi as the amphibious attack began. Two E-2Cs have been fired upon; one has been destroyed. The MiG sweep over Karachi is a diversion. With their attack on Karachi apparently a success, the Indians have decided to try their luck against us. Several flights of Exocet-carrying Mirages, escorted by MiG-29 Fulcrums and MiG-21 Fishbeds, approach the U.S. fleet. Meanwhile, AV-8 Harriers pound the harbor around Karachi. Meet the incoming threat and stop the Harriers with the aid of the Pakistani Air Force.

Missions 13 and 14 (A New Disaster . . . Scuds Raining Down): You fly Mission 13 if you win Missions 8 or 10 (Indians, Indians Everywhere). You fly Mission 14 if you win Missions 11 or 12 (Whirling Dervishes).

MISSION 13: A NEW DISASTER . . . SCUDS RAINING DOWN: OPEN AIR CORRIDOR THROUGH ENEMY AIR DEFENSES

Briefing: Excess Scuds not employed by Saddam have found their way through the pipeline to India. Several sites have been set up within range of Karachi. Since we succeeded against their forces last time, it looks like the Indians want to give their forces a little help. Most of the Indian Air Force protects the Scud sites and flies in support of the air raids upon Karachi. A submarine has fired upon our task force, and Harriers have created a barrier CAP (BARCAP) between the U.S. forces and the attacking Indian MiGs. Take out the Harriers, make sure the P-3 can take out the sub, and bloody some MiG noses! Be prepared for four F/A-18s to follow you.

- **Victory** Destroy 10 of the following 12 aircraft: the two MiG-23s on CAP northwest of Jamnagar, the two MiG-29s on CAP west of Ambala, and the eight AV-8s on CAP west of Jamnagar and around the *Virat*. Also, the P-3 Orion must survive to carry out its anti-submarine warfare (ASW) mission.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, two E-2Cs, six F-14s (CAP 1, 2, 3), one SH-2 (SAR Helo), four F/A-18s, one P-3, four MiG-21s (Pakistan), four F-16s (Pakistan)
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, one SSN, eight AV-8s, four Mirages, two MiG-29s, six MiG-23s
- **Situation** You and your wingman launch and lead an air superiority sweep over the coast, up to Ambala, and back past Jamnagar. Four F/A-18s launch with you and accompany the sweep. In the meantime, a single P-3 Orion from the carrier hunts for an Indian submarine located approximately 100 nautical miles to the southeast of the *Eisenhower*. Your third waypoint is the P-3. Four Pakistani F-16s fly CAP north of Karachi. The Pakistanis also have four MiG-21s flying CAP on their side of

the frontier in front of Rafiqui and Sargodha. The Indian carrier group, with four AV-8s on CAP, is also southeast of your carrier, approximately 200 nautical miles distant. Two AV-8s fly CAP 100 nautical miles west of Jamnagar, and two more fly CAP 100 nautical miles south-southeast of Karachi. These AV-8s are the BARCAP you must knock down. Two Indian MiG-23s patrol northwest of Jamnagar, and two MiG-29s are on CAP at Ambala. These aircraft should be engaged, as well. The Indians send four MiG-23s and four Mirages from Jamnagar to bomb Karachi.

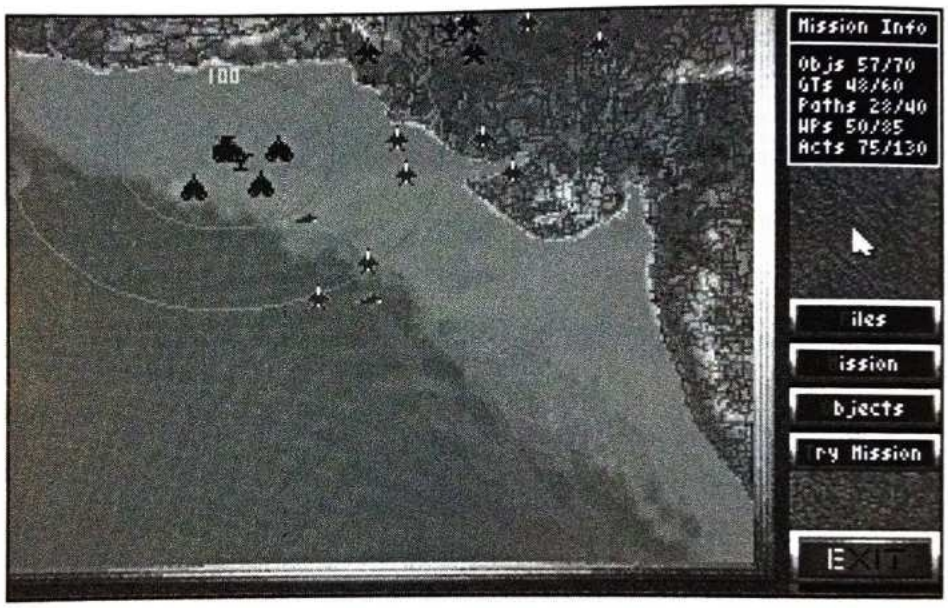


Figure 12-9
A New Disaster . . . Scuds Raining Down, Indian Ocean Cruise Missions 13 and 14

MISSION 14: A NEW DISASTER . . . SCUDS RAINING DOWN: OPEN AIR CORRIDOR THROUGH ENEMY AIR DEFENSES

This mission is the exact duplicate of Mission 13, except the briefing is different. After reading the briefing below, refer to Mission 13 found earlier in this chapter for description of the mission.

Briefing: Excess Scuds not employed by Saddam have found their way through the pipeline to India. Several sites have been set up within range of Karachi. Since we thwarted their attack against the fleet, the Indians have turned to a battle they think they can win. Most of the Indian Air Force protects their Scud sites or flies

in support of the air raids upon Karachi. A submarine has fired upon our task force, and Harriers have created a barrier CAP (BARCAP) between the U.S. forces and the attacking Indian MiGs. Take out the Harriers, make sure the P-3 can take out the sub, and bloody some MiG noses! Be prepared for four other F-14s to follow you.

Missions 15 and 16 (Punjab Then a Right Cross): You fly Mission 15 if you lose Missions 11 or 12 (Whirling Dervishes). You fly Mission 16 if you lose Missions 13 or 14 (A New Disaster . . . Scuds Raining Down).

MISSION 15: PUNJAB THEN A RIGHT CROSS: INTERCEPT TRANSPORTS

Briefing: India's attack against us might have stretched their resources more than they would like. The attack on Karachi is at the far end of the supply line. Ships have resupplied the Indians at Jamnagar, but more troops and supplies are needed. Several An-22s and their MiG-29 Fulcrum escorts now proceed up the coast from Bombay. They must think the success of their last attack has stopped us cold. Show them they are wrong by stopping the resupply.

- **Victory** Destroy the six An-22 transports.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, two E-2Cs, eight F-14s (CAP 1, 2, 3, Ready 5), one SH-2 (SAR Helo), six MiG-21s (Pakistan)
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, six AV-8s, eight MiG-21s, six An-22s, six MiG-29s
- **Situation** You and your wingman launch and fly to Jamnagar, hoping to intercept two different flights of Indian An-22 transports headed there from Bombay. Both flights of transports are escorted by two MiG-29s. In addition, two MiG-29s northwest of Bombay fly to Jamnagar to establish a CAP there. Your first waypoint is Jamnagar and your second is Bombay, back along the flight path of the transports. Your carrier lies approximately 200 nautical miles west-southwest of Jamnagar. The Indian carrier group is stationed approximately 100 nautical miles west of Bombay but may be unable to interfere with your mission. Both India and Pakistan guard their respective borders with normal patrols of MiG-21s.

Figure 12-10
Punjab Then a Right Cross, Indian Ocean Cruise Missions 15 and 16

MISSION 16: PUNJAB THEN A RIGHT CROSS: INTERCEPT TRANSPORTS

This mission is the exact duplicate of Mission 15, except the briefing is different. After reading the briefing text below, refer to Mission 15 found earlier in this chapter for a description of the mission.

Briefing: Even though you failed to stop the Indian forces, you might have done some good. The attack on Karachi is at the far end of the Indian supply line. Ships have resupplied the Indians at Jamnagar, but more troops and supplies are needed. Several An-22s and their MiG-21 Fulcrum escorts now proceed up the coast from Bombay. Stop the resupply.

Missions 17 and 18 (Sikh and Ye Shall Find): You fly Mission 17 if you win Missions 13 or 14 (A New Disaster . . . Scuds Raining Down). You fly Mission 18 if you win Missions 15 or 16 (Punjab Then a Right Cross).

MISSION 17: SIKH AND YE SHALL FIND: ESCORT AIR STRIKE

Briefing: With the loss of much of their air cover, the Indian Army has had a bad time. Pakistani infantry has captured a company-sized group of infiltrating Sikh commandos and has been less than hospitable. The Sikh warriors, known for their strength and ability to withstand any condition, have not had to contend with angry Pakistanis before. Information on Scud site locations and military movements has been coerced from the Sikhs. The U.S. has been given limited strike authority. Your flight has been ordered to sweep ahead of A-6E aircraft that have been sent to bomb the amphibious group staging out of Jamnagar. Expect MiG-21 and MiG-23 opposition. Remember, the Pakistanis also fly MiG-21 aircraft. ID!

- **Victory** All six A-6E strike aircraft must complete their mission and return home.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, two E-2Cs, eight F-14s (CAP 1, 2, 3, Ready 5), six A-6Es, one SH-2 (SAR Helo), six MiG-21s (Pakistan)
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, five LSTs, four PTMs, six AV-8s, four MiG-21s, eight MiG-23s, two Mirages
- **Situation** You and your wingman launch and escort six A-6Es on an attack against the Indian LSTs and their escorts approaching from 50 nautical miles west of Jamnagar toward Karachi. Six Indian MiG-23s from Jamnagar vector directly against the A-6Es, advancing in a Wall formation. Two additional Indian MiG-23s from Bombay also eventually vector against the A-6Es. The Indians employ four MiG-21s on CAP west of Adampur and Ambala. The Pakistanis employ six MiG-21s on CAP over their side of the border.

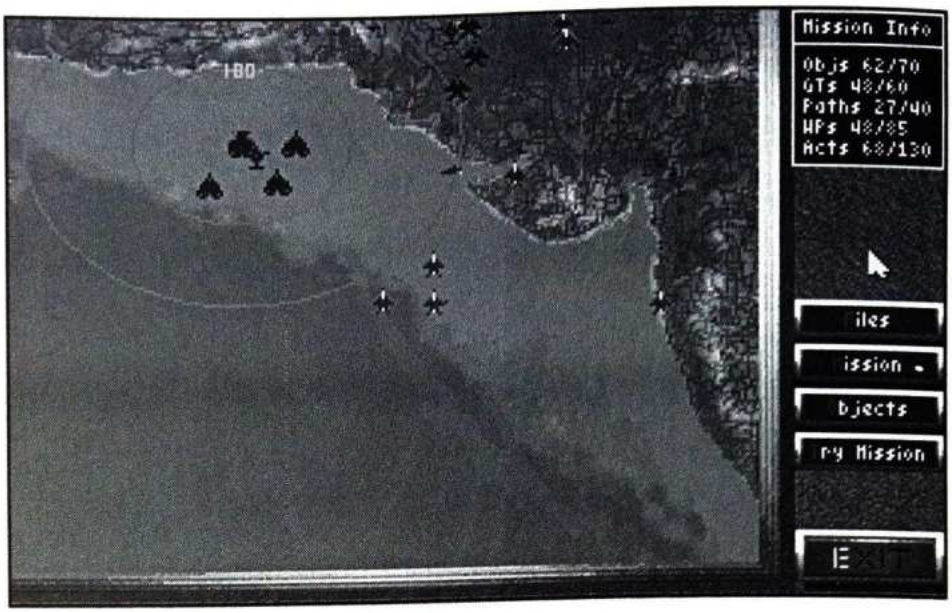


Figure 12-11
Sikh and Ye Shall Find, Indian Ocean Cruise Missions 17 and 18

MISSION 18: SIKH AND YE SHALL FIND: ESCORT AIR STRIKE

This mission is nearly a duplicate of Mission 17 except that four Indian MiG-21s are now on CAP at 20,000 feet northwest of Jamnagar, two additional Indian MiG-21s are on CAP west of New Delhi, and the briefing is different. After reading the briefing text below, refer to Mission 17 found earlier in this chapter for a description of the mission.

Briefing: Since their attack against our fleet failed, we have been able to help stop the attack on Karachi—for now. Pakistani infantry has captured a company-sized group of infiltrating Sikh commandos and has been less than hospitable. The Sikh warriors, known for their strength and their ability to withstand any condition, have not had to contend with angry Pakistanis before. Information on Scud site locations and military movements has been coerced from the Sikhs. The U.S. has been given limited strike authority. You must sweep ahead of a flight of A-6E aircraft that has been sent to bomb the Indian amphibious group staging out of Jamnagar. Expect MiG-21 and MiG-23 opposition. Remember, the Pakistanis also fly MiG-21 aircraft. ID!

Missions 19 and 20 (Mrs. Bhutto . . . Well Hello Dali): You fly Mission 19 if you lose Missions 15 or 16 (Punjab Then a Right Cross). You fly Mission 20 if you lose Missions 17 or 18 (Sikh and Ye Shall Find).

MISSION 19: MRS. BHUTTO . . . WELL HELLO DALI: DEFEND CARRIER BATTLE GROUP AGAINST AIR STRIKE

Briefing: The U.S. task force has begun to steam south. The Indian fleet has established a barrier along the coast. Since we failed to stop the supply shipments, the Indians want to keep us busy so we don't try to bomb their storage areas. Harriers now fly missions against the fleet, and Mirages have been staged from land bases with sea-skimming anti-ship missiles. MiG-29 Fulcrums have attempted to strip our protective CAPs, while MiG-25 Foxbats have run high-altitude recon missions, looking for a chance to shoot at the Hawkeye. Repulse the attacking Indians without having to retreat the fleet or call in reinforcements.

- **Victory** Shoot down the four AV-8s, two Mirages, and two MiG-25s that threaten the carrier group, and prevent the loss of the E-2C Hawkeye.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, six F-14s (CAP 1,2, Ready 5), one SH-2 (SAR Helo), four MiG-21s (Pakistan)
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, eight AV-8s, six MiG-21s, four MiG-29s, two MiG-25s, two Mirages
- **Situation** You and your wingman fly CAP northeast of the *Eisenhower*. Two other F-14s fly CAP east-southeast of the carrier, and two more south-southwest of her. The Indian carrier *Virat* is at sea approximately 140 nautical miles east-southeast of you. Four AV-8s approach from the *Virat* to attack our carrier, flying first to a waypoint to their northwest. Two MiG-29s east of the Virat vector to attack our CAP 2, the two F-14s to the southeast of the *Eisenhower*. Two MiG-29s west of Jamnagar vector to your north, then directly against you. Two MiG-25s northeast of Jamnagar vector to the northwest of the *Eisenhower*, then against the E-2C. Two Mirages to the northeast of the *Eisenhower* vector in to attack her. Four Pakistani MiG-21s patrol the frontier; the Indians guard the frontier with six MiG-21s.

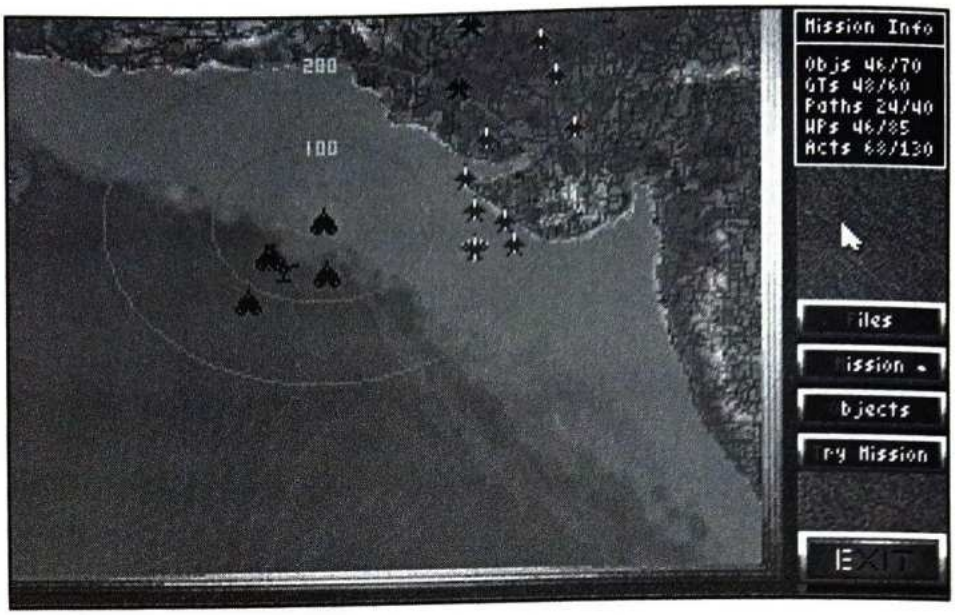


Figure 12-12
Mrs. Bhutto . . . Well Hello Dali, Indian Ocean Cruise Missions 19 and 20

MISSION 20: MRS. BHUTTO . . . WELL HELLO DALI: DEFEND CARRIER BATTLE GROUP AGAINST AIR STRIKE

This mission is an exact duplicate of Mission 19 except for the different briefing text. After reading the briefing text below, refer to Mission 19 found earlier in this chapter for a description of the mission.

Briefing: It looks like the Indian forces don't want to give us a chance to recover from the failure of the last mission. The Indian fleet has established a barrier along the coast. Since we failed to stop the supply shipments, the Indians want to keep us busy so we don't try to bomb their storage areas. Harriers now fly missions against the fleet, and Mirages have been staged from land bases with sea-skimming anti-ship missiles. MiG-29 Fulcrums have attempted to strip our protective CAPs, while MiG-25 Foxbats have run high-altitude recon missions, looking for a chance to shoot at the Hawkeye. Repulse the attacking Indians without having to retreat the fleet or call in reinforcements.

Missions 21 and 22 (Charge of the Lite Brigade): You fly Mission 21 if you win Missions 17 or 18 (Sikh and Ye Shall Find). You fly Mission 22 if you win Missions 19 or 20 (Mrs. Bhutto . . . Well Hello Dali). If you win Mission 21 or 22, you win the campaign.

MISSION 21: CHARGE OF THE LITE BRIGADE: ESCORT A-6E AIR STRIKE

Briefing: The governments of Pakistan and the U.S. have had enough of the Indian incursion. Following the success of the last strike mission, we think that the time is right to hit India hard. A mass raid is planned against Ahmadabad, Jodhpur, and New Delhi. This promises to show them we mean business and force India to reconsider its aggressive position.

- **Victory** Four of the six A-6E strike aircraft must survive to make their attacks.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, two E-2Cs, six F-14s (CAP 1, 2, 3), one SH-2 (SAR Helo), two F/A-18s, six A-6Es, six MiG-21s (Pakistan)
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, eight AV-8s, eight MiG-21s, four MiG-29s, two MiG-23s
- **Situation** You and your wingman launch and escort six A-6Es on an attack against targets near the Indian city of Jodhpur. The A-6Es attack the airport in Jodhpur, along with several SAM batteries. Two F/A-18s also escort the A-6Es. The *Eisenhower* lies about 100 nautical miles south of Karachi. Two F-14s on CAP to the northeast of the carrier help clear a path for the attack by engaging two Indian MiG-21s northwest of Jamnagar. Four Indian MiG-29s fly CAP just south of Jodhpur. Two Indian MiG-23s fly CAP east of New Delhi. Eight Indian MiG-21s fly CAP on the Pakistani frontier, including two northwest of Jamnagar. The *Virat* is just off Bombay, guarded by four AV-8s on CAP. Four additional AV-8s vector first from the *Virat* to the north, then against the A-6Es in a Wall formation. Six Pakistani MiG-21s patrol their side of the northern frontier.

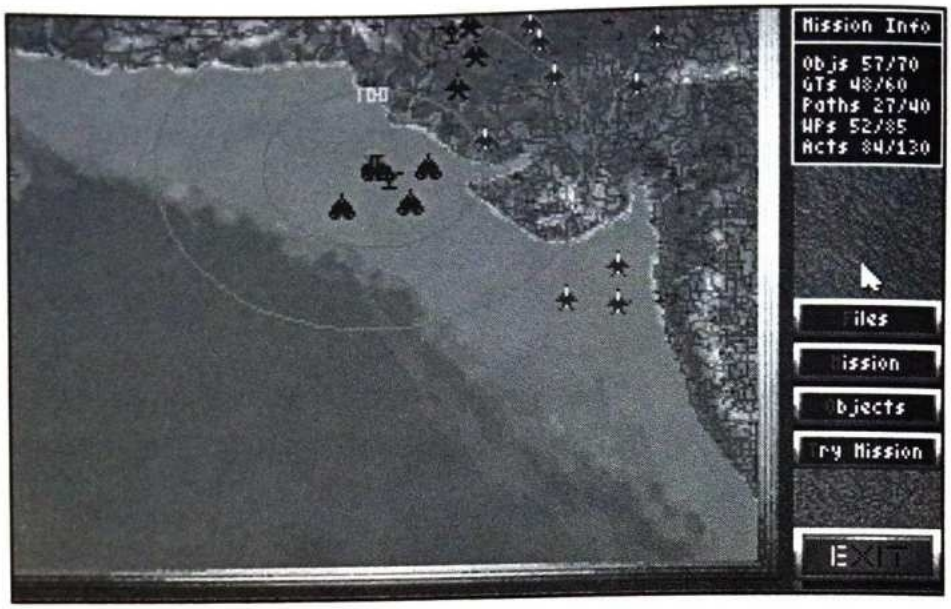


Figure 12-13
Charge of the Lite Brigade, Indian Ocean Cruise Missions 21 and 22

MISSION 22: CHARGE OF THE LITE BRIGADE: ESCORT A-6E AIR STRIKE

This mission is an exact duplicate of Mission 21 except for the different briefing text. After reading the briefing text below, refer to Mission 21 found earlier in this chapter for a description of the mission.

Briefing: The governments of Pakistan and the U.S. have had enough of the Indian incursion. After that last attack against our fleet, we don't believe that India realizes of what we are capable. This next mission should give them an idea. A mass raid has been planned against Ahmadabad, Jodhpur, and New Delhi. This will show them we mean business and force India to reconsider its aggressive position.

Missions 23 and 24 (The New 24 Hour Delhi): You fly Mission 23 if you lose Missions 19 or 20 (Mrs. Bhutto . . . Well Hello Dali). You fly Mission 24 if you lose Missions 21 or 22 (Charge of the Lite Brigade). If you win either Mission 23 or 24, you win the campaign.

MISSION 23: THE NEW 24 HOUR DELHI: ESCORT AIR STRIKE

Briefing: After the success of their last attack against our fleet, India realizes that now would be the time to do something big. Curl flights have rotated out of New Delhi into Chandigarh in increasing numbers. The emphasis of the Indian military appears to be the attack on Karachi, but the Pakistanis remain wary. At 0300, a lone Indian MiG-21 was launched toward Sargodha. The low-flying MiG has been discovered 20 nautical miles from the airport of that city. An explosion of a force never before seen now engulfs Sargodha. The Indian MiG released its nuclear bomb too close to the target and was slammed to the ground by the swelling air. India has gone nuclear. Lead the flight to close the nuclear takeout service from New Delhi. No help can be expected from the northern Pakistani bases. Ejecting in the area is a death sentence. Make your attacks quick and decisive.

- **Victory** At least three of the four A-6E strike aircraft that you escort must successfully attack their targets, and at least two of the four must return safely.
- **Time** 03:06
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, eight F-14s (CAP 1, 2, 3, Ready 5), one SH-2 (SAR Helo), six A-6Es, two F/A-18s
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, six AV-8s, four MiG-21s, six MiG-29s, two MiG-23s, two An-26s
- **Situation** You and your wingman launch and sweep ahead of four A-6Es that conduct attacks against targets in the Jodhpur area. The *Eisenhower* is 225 nautical miles west of Jamnagar. Your waypoints take you east, then north, on to Jodhpur, and finally to the A-6Es. Two additional A-6Es attack an SA-2 SAM battery in the area. Two F/A-18s help escort the air strike. Four MiG-29s east of Bombay vector to the south of the city, then on to Jodhpur. Two other MiG-29s east of New Delhi fly CAP at 18,500 feet. Two Indian MiG-21s patrol northwest of Jamnagar, and two more fly west of New Delhi. Two MiG-23s fly CAP southwest of Jodhpur at 17,000 feet. Two An-26 transports may take off from Jodhpur at a random time and fly to Bombay.

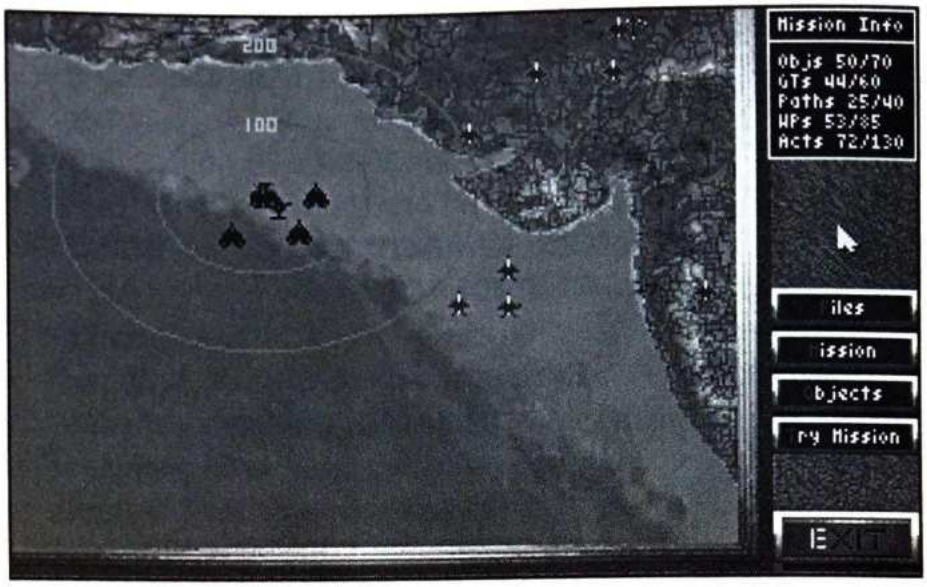


Figure 12-14
The New 24 Hour Delhi, Indian Ocean Cruise Missions 23 and 24

MISSION 24: THE NEW 24 HOUR DELHI: ESCORT AIR STRIKE

This mission is nearly an exact duplicate of Mission 23. Instead of four MiG-29s flying from east of Bombay to Jodhpur, only two MiG-29s begin there. Instead of two MiG-23s flying CAP from southwest of Jodhpur, this time there are four. After reading the briefing text below, refer to Mission 23 found earlier in this chapter for a description of the mission.

Briefing: The attacks didn't go as well as we had hoped. India is far from out of the fight. They may attempt to put us on the defensive. Curl flights have been rotating out of New Delhi into Chandigarh in increasing numbers. The emphasis of the Indian military appears to be the attack on Karachi, but the Pakistanis remain wary. At 0300, a lone Indian MiG-21 was launched toward Sargodha. The low-flying MiG was discovered 20 nautical miles from the airport at that city. An explosion of a force never before seen now engulfs Sargodha. The Indian MiG released its nuclear bomb too close to the target and was slammed to the ground by the swelling air. India has gone nuclear. Lead the flight to close the nuclear takeout service from New Delhi. No help can be expected from the northern Pakistani bases. Ejecting in the area is a death sentence. Make your attacks quick and decisive.

Missions 25 (Karachi Krispies): You fly Mission 25 if you lose Missions 23 or 24 (The New 24 Hour Delhi). If you win Mission 25, you win the campaign.

MISSION 25: KARACHI KRISPIES: DEFEND CARRIER BATTLE GROUP AGAINST AIR ATTACK

Briefing: The reinforcements have not been stopped. The attack on the base at Chandigarh was not successful. India still retains offensive nuclear capabilities, and the situation continues to worsen. One of our E-2s has been lost, and a frigate has nearly been lost. Our battlefield management has been hampered by several hits against our cruisers with Exocet missiles and suicide patrol boats. As we retreat to the northwest in hopes of gaining support from the *Ranger* group, your job is to stop one last attack from the Indian Air Force and Navy. They plan to launch Scud and Silkworm missiles at the fleet. The Scuds are out of your league, but not the Silkworms. Stop the Silkworms and the attacking aircraft. We'll try to get the Scuds, and hope that if any get through, they don't have nuclear warheads.

Figure 12-15
Karachi Krispies, Indian Ocean Cruise Mission 25

- **Victory** Destroy all three incoming Silkworm missiles and all four of the attacking AV-8 Harriers.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, four F-14s (CAP 1,2), two F/A-18s, one SH-2 (SAR Helo)
- **Enemy Forces** One CV (*Virat*), one FF, two DDG, eight AV-8s, two MiG-21s, three Silkworms, six Scuds
- **Situation** You and your wingman fly CAP southeast of the *Eisenhower*, which is located 200 nautical miles west-southwest of Karachi. Six Scud missiles launch from Ambala and head toward the fleet. Three Silkworm missiles launch from Jamnagar and head toward the fleet. The *Virat* lies about 175 nautical miles southeast of the *Eisenhower*. Four AV-8s from the *Virat* vector to their west, then north to attack the *Eisenhower*. Two additional AV-8s escort the air strike.

INDIAN ROPE TRICK
13

The Indian Rope Trick Campaign places the USS *Eisenhower* and its air group off Pakistan, near the border of Pakistan and India. A shooting war is triggered by an air-to-air combat incident. The United States sides with Pakistan, stiffening its defenses against the aggressive Indian posture.

The equipment available to the two opposing sides is the same as that used for the Khyber Rifles Campaign, discussed earlier in Chapter 11, with one exception. The Indians also have Jaguar aircraft available in the Indian Rope Trick Campaign. Otherwise, the same types of aircraft encountered in the missions of the Khyber Rifles Campaign appear again in the Indian Rope Trick Campaign.

SITUATION AND MISSIONS

The general situation in this theater is shown in Figure 11-1 and described in Table 11-1, both found in Chapter 11. The placement of airports and ground targets is the same as in the Khyber Rifles

Campaign discussed in Chapter 11. The one exception to this occurs in Mission 1, A Present for Pakistan, in which the Pakistani air base at Rafiqui temporarily converts to an Indian air base, so the possibility exists that Indian aircraft may be forced to land there.

The Indian Rope Trick Mission Tree is shown in Figure 13-1. An explanation of how to read this tree is found at the start of Chapter 5. However, the missions in this campaign follow a different flow than the campaigns in the Mediterranean or the North Cape. In this campaign, the flow adjusts in response to what transpires in the individual missions. Note that the Indian Rope Trick Campaign contains only 24 missions.

Winning either the Pounding of Indians Like a Drum or the Indian Cocoons missions successfully completes the campaign. The individual missions of this campaign are described in the remainder of this chapter. For each mission, an accompanying situation map showing the starting location of the forces on each side is provided. Time, weather, and cloud ceiling are random for all missions in this campaign unless specifically mentioned in the briefing.

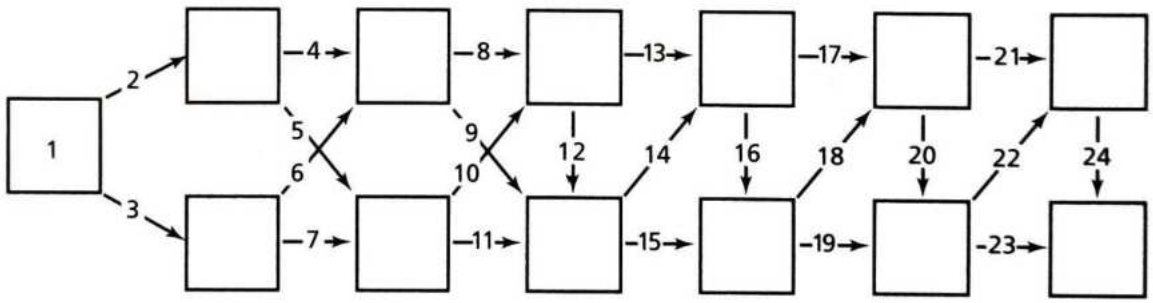


Figure 13-1 Indian Rope Trick Mission Tree

Mission #	Name
1	A Present for Pakistan
2	Indian Fox and Hound
3	Eat This, American Hot Dog!
4 and 6	The Ultimate Indian Giver
5 and 7	Decisions...Decisions...Decisions
8 and 10	Pakistani Pay-Back
9, 11, and 12	Karachi Caper
13 and 14	Meanwhile, Back at the Ranch...
15 and 16	Circle the Wagons Indian Style
17 and 18	Some Like It Hot
19 and 20	Get the Message? Yankee Go Home
21 and 22	A Pounding of Indians Like a Drum
23 and 24	Indian Cocoons

MISSION 1: A PRESENT FOR PAKISTAN: FORCE DOWN OR SHOOT DOWN INTRUDERS

Briefing: A flight of MiG-29 Fulcrum aircraft has intruded well into the sovereign airspace of Pakistan during an ill-advised attempt to intercept a U-2. Pakistan has agreed to allow the U.S. to control the situation, since an American high value asset (HVA) is involved. As part of this agreement, the U.S. has agreed to coerce the Fulcrums to land at a Pakistani base—or become an integral part of the countryside. Your job is to intercept and escort the Fulcrums to Rafiqui, a suitable out-of-the-way base. Should the Fulcrums perform a hostile act, respond accordingly. The lead MiG-29 already has a compressor stalled engine, and his wingman is short two missiles.

- **Victory** The two MiG-29s must survive and be forced to land at Rafiqui.
- **Time** 08:30
- **Friendly Forces** One CV (*Eisenhower*), two CGs, three DDGs, one E-2C, six F-14s (CAP 1, 2, 3, Ready 5), one SH-2 (SAR Helo), four MiG-21s (Pakistani)
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, six AV-8s, six MiG 21s, two MiG-29s
- **Situation** Airborne, you and your wingman fly east of Sargodha. The *Eisenhower* battle group is 100 nautical miles southwest of Karachi. The two MiG-29s fly just east of you at 24,000 feet. Their heading is approximately 171 degrees; their speed is approximately 600 knots. The Pakistanis employ two MiG-21s on CAP east of Rafiqui and two more southeast of Sargodha. The Indians fly six MiG-21s on CAP: two west of Adampur, two west of New Delhi, and two northwest of Jamnagar. For purposes of this mission only, Rafiqui appears as Indian on your maps, so the MiG-29s may land there. No Hawk batteries exist at either Rafiqui or Sargodha.

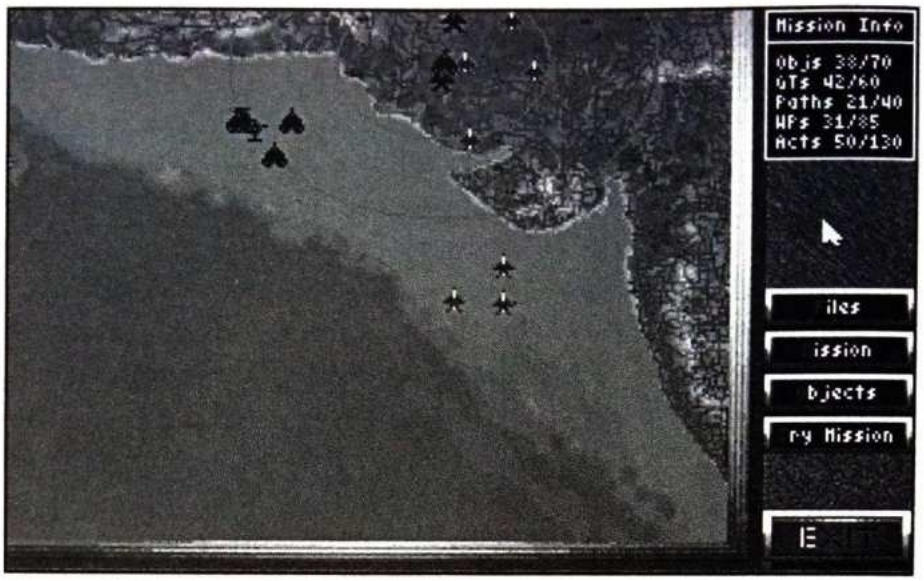


Figure 13-2
A Present for Pakistan, Indian Rope Trick Mission 1

Mission 2 (Indian Fox and Hound): You fly Mission 2 if you win Mission 1 (A Present for Pakistan).

MISSION 2: INDIAN FOX AND HOUND: DEFEND WINGMAN'S DAMAGED AIRCRAFT

Briefing: India doesn't seem pleased with our acquisition of their Fulcrums. In response, they dispatched four MiG-25 Foxbats directly at the U.S. fleet, flying at FL450 (speed 450 knots) and descending in a perfect 3 nautical mile box. When your flight of F-14s came within 30 nautical miles of them, they began a slow descending turn toward the southeast, slowing to below Mach 1. At 20 nautical miles away and closing, your F-14s spotted a lone MiG-21 100 feet above the water, right below your Tomcats. He pulled into a vertical, exchanging his airspeed for altitude, and ripple fired four Aphid missiles. Two hit your wingman. The MiG-21 dove for the deck, then headed toward home and the four MiG-25s. The Foxbats have now turned toward you. Your wingman limps, feet wet (over the sea), one engine out, and flight controls severely degraded. Your job is to keep the Foxbats gainfully employed long enough for your wingman to get away and for help to arrive. Hostilities have begun!

- **Victory** Your wingman must survive.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, one SH-2 (SAR Helo), four F-14s (CAP 1, Ready 5), six MiG-21s (Pakistani)
- **Enemy Forces** One CV (*Virat*), one FF, two, DDGs, six AV-8s, four MiG-25s, seven MiG-21s
- **Situation** You and your wingman are airborne about 120 nautical miles east of your carrier. Your wingman, just west of you, limps home. Two F-14s fly CAP about 75 nautical miles southwest of you. The single MiG-21 to the immediate southeast of you at 1,000 feet heads roughly due east at about 450 knots. Four MiG-25s approach from the east of you in a box formation at 10,000 feet and at approximately 400 knots. The Indian carrier group is to the southeast and out of the way. The Pakistanis and Indians each fly six MiG-21s on CAP along their borders.

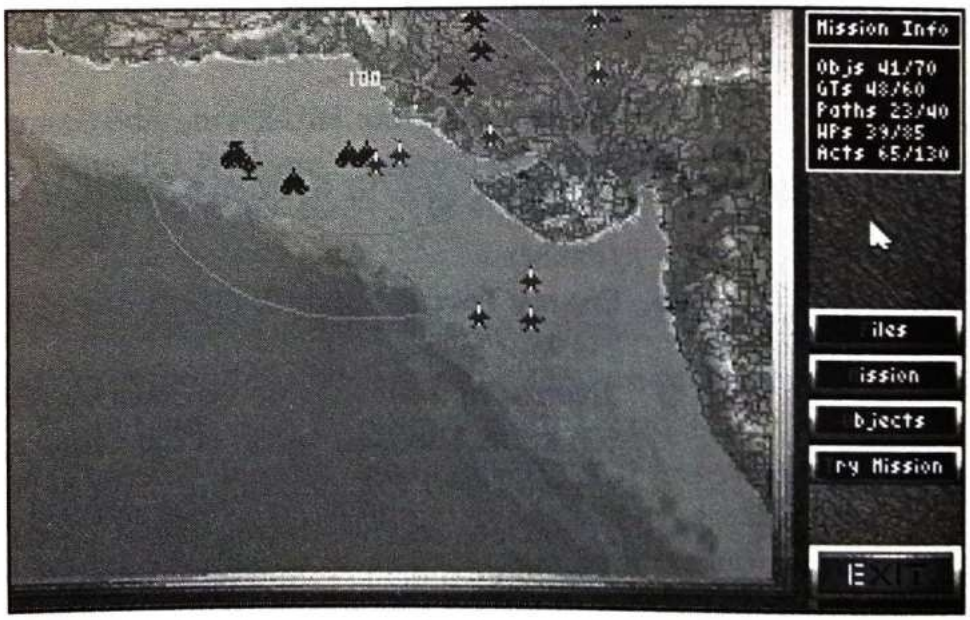


Figure 13-3
Indian Fox and Hound, Indian Rope Trick Mission 2

Mission 3 (Eat This, American Hot Dog!): You fly Mission 3 if you lose Mission 1 (A Present for Pakistan).

MISSION 3: EAT THIS, AMERICAN HOT DOG!: POOR ODDS DOGFIGHT

Briefing: Four MiG-23 Flogger aircraft were sent out to aid the intercepting Fulcrums, but they were too late. Now, you are the target of their frustration. The Floggers have initiated a perfect champagne attack, and you are in the bottle. Your wingman has been damaged by an AA-7 Apex and has adopted a defensive mode. You have established a neutral position trying to fight your way out. Save yourself, and your wingman is lost; attempt to save him, and you may lose two aircraft. Help is 50 nautical miles away. As you extend for energy, you see your wingman has gone down and only one chute. Time to run home.

- **Victory** The four MiG-23s must be destroyed and you must survive.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, one SH-2 (SAR Helo), six F-14s (CAP 1, 2, Ready 5), six MiG-21s (Pakistani)
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, six AV-8s, eight MiG-21s, four MiG-23s
- **Situation** Your wingman is down. You fly due east at 15,000 feet and at 500 knots. The *Eisenhower* is 150 nautical miles to your west. Four MiG-23s surround you: one to the north at 20,000 feet, one to the south at 21,000 feet, and two to your east at 10,000 feet. Help is on the way—two F-14s, 50 nautical miles to your west, vector against the two MiG-23s to your east. The Indian carrier group is out of the way, 125 nautical miles west of Bombay. Six Pakistani MiG-21s patrol the border, while eight Indian MiG-21s patrol their side.

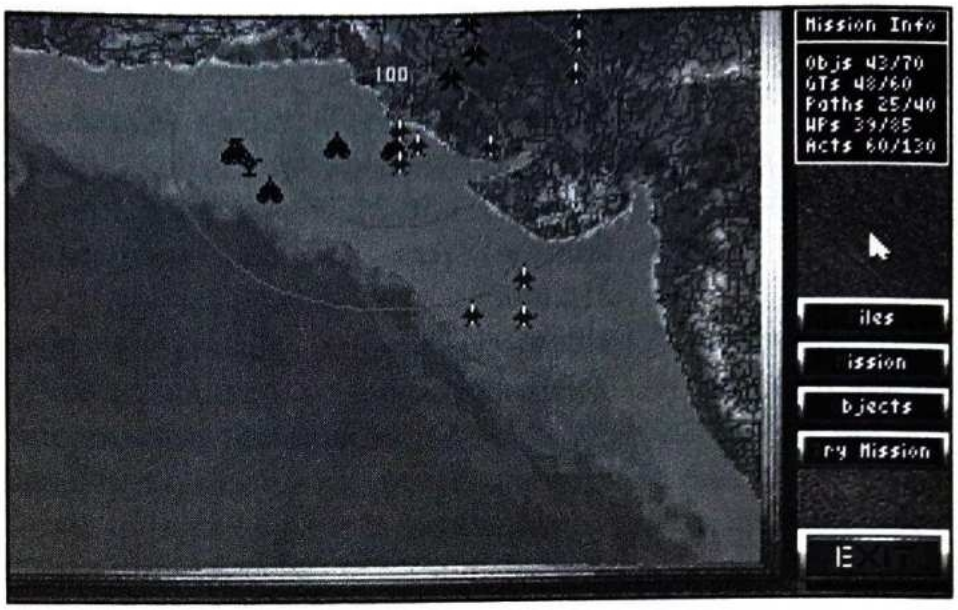


Figure 13-4
Eat This, American Hot Dog!, Indian Rope Trick Mission 3

Missions 4 and 6 (The Ultimate Indian Giver): You fly Mission 4 if you win Mission 2 (Indian Fox and Hound). You fly Mission 6 if you win Mission 3 (Eat This, American Hot Dog!).

MISSION 4: THE ULTIMATE INDIAN GIVER: ESCORT RECONNAISSANCE AIRCRAFT

Briefing: The information which was to be supplied by the U-2 must now be collected by a TARPS F-14. Information on the disposition of Indian troops and their movements is critical to the Pakistani high command. The Indian government has wildly protested the "abduction" of its military assets. They say the attacks on our F-14s were a justifiable reaction. Since our diplomats have tried to smooth things out, this must be a very covert operation. A SEAL unit has been dispatched to Jamnagar to collect pertinent data, while providing a diversion for other data collection platforms. A four-ship of A-6E aircraft with two escort Tomcats has initiated a feint toward the coast-line 50 nautical miles south of Jamnagar. Your mission is to CAP feet dry (patrol over land) 40 nautical miles north of Jamnagar to protect the TARPS F-14. MiG-29 Fulcrum launches from Adampur have been detected. Several MiG-23 Flogger and MiG-21 Fishbed CAPs have been established. Ensure the success of the TARPS mission.

- **Victory** The TARPS-equipped F-14 must complete and survive the mission.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, seven F-14s (CAP 1, 2, Escort, TARPS), one SH-2 (SAR Helo), four A-6Es, two MiG-21s (Pakistani)
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, six AV-8s, four MiG-21s, four MiG-29s, two MiG-23s
- **Situation** You and your wingman launch, then provide cover for the TARPS F-14 flying a recon mission in an arc north of Jamnagar. Once the TARPS F-14 completes its fly over and heads back to the carrier, you vector to a patrol area northwest of Jamnagar. Four A-6Es create a diversion south of Jamnagar, covered by two F-14s. Two Indian MiG-23s south-southeast of Jamnagar vector against the A-6Es. Four Indian MiG-29s west of Ambala vector to a point north-northwest of Jamnagar. From there, the MiG-29s vector against the TARPS F-14. The Pakistanis fly two MiG-21s on CAP east of Rafiqui. The Indians fly two MiG-21s on CAP west of Adampur and two northwest of Jamnagar. The TARPS mission passes very close to the Indian MiG-21s near Jamnagar.

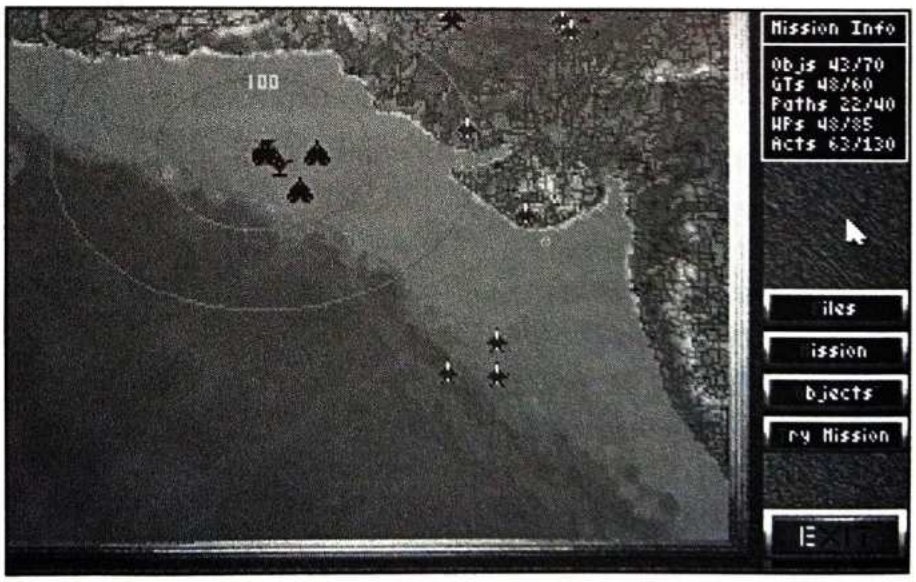


Figure 13-5
The Ultimate Indian Giver, Indian Rope Trick Missions 4 and 6

MISSION 6: THE ULTIMATE INDIAN GIVER: ESCORT RECONNAISSANCE AIRCRAFT

This mission is a duplicate of Mission 4, except the briefing is slightly different. After you have read the briefing text, refer to the Mission 4 description, above.

Briefing: Good job protecting yourself. It looks like things are heating up. The information that was to be supplied by the U-2 is needed now and will have to be collected by a TARPS F-14. Information on the disposition of Indian troops and their movements is critical to the Pakistani high command. This must be a very covert operation. A SEAL unit has been dispatched to Jamnagar to collect pertinent data and to provide a diversion for other data collection platforms. The Indian government has wildly protested the "abduction" of its military assets. They would like nothing better than to be able to acquire any military asset. A four-ship of A-6E aircraft with two escort Tomcats has initiated a feint toward the coast line 50 nautical miles south of Jamnagar. Your mission is to CAP feet dry (patrol over land) 40 nautical miles north of Jamnagar as protection for the TARPS F-14. MiG-29 Fulcrum launches from Adampur have been detected. Several MiG-23 Flogger and MiG-21 Fishbed CAPs have been established. Ensure the success of the TARPS mission.

Missions 5 and 7 (Decisions . . . Decisions . . . Decisions): You fly Mission 5 if you lose Missions 2 (Indian Fox and Hound). You fly Mission 7 if you lose Mission 3 (Eat This, American Hot Dog!).

MISSION 5: DECISIONS . . . DECISIONS . . . DECISIONS: DEFEND RECONNAISSANCE MISSION

Briefing: Since it looks like we may be in for a fight, information on the movements of the Indian forces is crucial. An F-14T reconnaissance mission has been launched, and because of the earlier disruption of the U-2 mission, you have been placed on CAP. When the approaching F-14T came within 50 nautical miles of the coastline, the launch of two MiG-25 Foxbats from the eastern

Indian base of Bareilly was detected. You are not committed until a potential intercepting vector for the Foxbats is detected. As the F-14T began his easterly run, he was immediately targeted by the Foxbats. They are now 150 nautical miles from you and the F-14T. The F-14T is 70 nautical miles north of your position. A four-ship of MiG-23 Floggers has launched from Adampur and is headed toward you. You can do this right and be a hero, or make a bad decision and become a goat.

- **Victory** The F14T on the TARPS reconnaissance mission must survive and complete its task.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, five F-14s (CAP 2, Ready 5, TARPS), one SH-2 (SAR Helo)
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, six AV-8s, two MiG-25s, four MiG-23s
- **Situation** Airborne, you fly CAP northeast of the carrier and 70 nautical miles south of the F-14T. This reconnaissance aircraft makes a complete circle around Jamnagar and returns to the carrier. Two Indian MiG-25s patrol 75 nautical miles northeast of Jamnagar. They briefly zigzag north of Jamnagar, then vector against the F-14T. Meanwhile, four MiG-23s northwest of New Delhi vector against you. You must decide whether to close immediately with the MiG-25s threatening the F-14T or to first engage the MiG-23s hunting you.

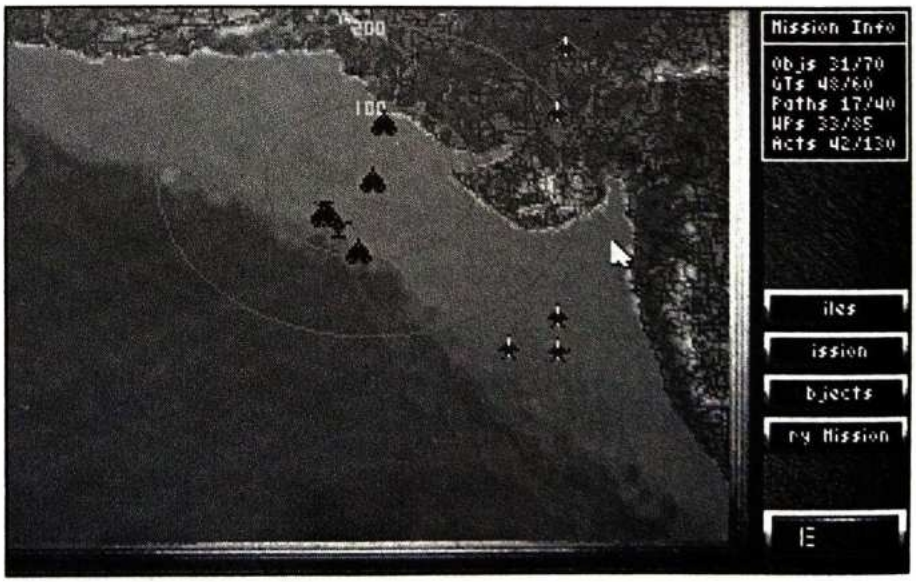


Figure 13-6
Decisions . . . Decisions . . . Decisions, Indian Rope Trick Missions 5 and 7

MISSION 7: DECISIONS . . . DECISIONS . . . DECISIONS: DEFEND RECONNAISSANCE MISSION

This mission is the exact duplicate of Mission 5, except the briefing text is different. After reading the briefing text below, refer to Mission 5 found earlier in this chapter for a description of the mission.

Briefing: Well, they sure got the drop on you, and it's not over yet. Information on movements of the Indian forces is crucial. An F-14T reconnaissance mission has been launched, and because of the earlier disruption of the U-2 mission, you have been placed on CAP. When the approaching F-14T came within 50 nautical miles of the coastline, the launch of two MiG-25 Foxbats from the eastern Indian base of Bareilly was detected. You are not committed until a potential intercepting vector for the Foxbats is detected. As the F-14T began his easterly run, he was immediately targeted by the Foxbats. They are now 150 nautical miles from you and the F-14T. The F-14T is 70 nautical miles north of your position. A four-ship of MiG-23 Floggers has launched from Adampur and is headed toward you. You can do this right and be a hero, or make a bad decision and become a goat.

Missions 8 and 10 (Pakistani Pay-Back): You fly Mission 8 if you win Missions 4 or 6 (The Ultimate Indian Giver). You fly Mission 10 if you win Missions 5 or 7 (Decisions . . . Decisions . . . Decisions).

MISSION 8: PAKISTANI PAY-BACK: ESCORT AIR ATTACK

Briefing: In retaliation for the earlier sneak shooting of our Tomcats, the Pakistani Air Force has launched from Rafiqui and Sargodha to raid Adampur. Using the information obtained during the TARPS mission, they have proceeded with a multiple-wave attack. The first wave damaged a few Indian MiG-21 aircraft. Unfortunately, the MiG-23 Floggers and MiG-29 Fulcrums were

in hardened shelters. Your job is to provide an escort for the second wave being sent to destroy the runway and as many aircraft as possible. Expect to meet Fulcrum and Flogger adversaries. Beware: both sides have MiG-21s. Also, F-16 aircraft from Sargodha provide air cover for one of the prongs of this three-prong attack. You sweep in front of the second flight of Pakistani MiG-21s that are followed by a six-ship of A-6Es which you lead to the rendezvous point 90 nautical miles east-southeast of Rafiqui.

- **Victory** Four of the six A-6Es in the attack must survive and successfully complete the mission.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, four F-14s (CAP 1,2), six A-6Es, one SH-2 (SAR Helo), eight MiG-21s (Pakistani), four F-16s (Pakistani)
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, six AV-8s, four MiG-21s, four MiG-29s, two MiG-23s
- **Situation** You and your wingman launch, then sweep the air space in front of the A-6Es all the way to Adampur. Once you have made your sweep, you fall back to cover the A-6Es more closely. They bomb the airport and SAM batteries around the city. Four Pakistani MiG-21s take off from Rafiqui and fly to Adampur to bomb targets there. Four Pakistani F-16s from Sargodha cover these MiG-21s. The Pakistanis employ two MiG-21s on CAP east of Rafiqui and two more east of Sargodha. The Indians fly two MiG-23s on CAP at 20,000 feet northwest of Jamnagar, near the route of your sweep and the path of the A-6Es. The Indians also have two MiG-21s on CAP approximately 35 nautical miles west of Adampur and two more the same distance west of Ambala. Four Indian MiG-29s take off from Bombay, fly north about 150 nautical miles, and then vector against the A-6Es.

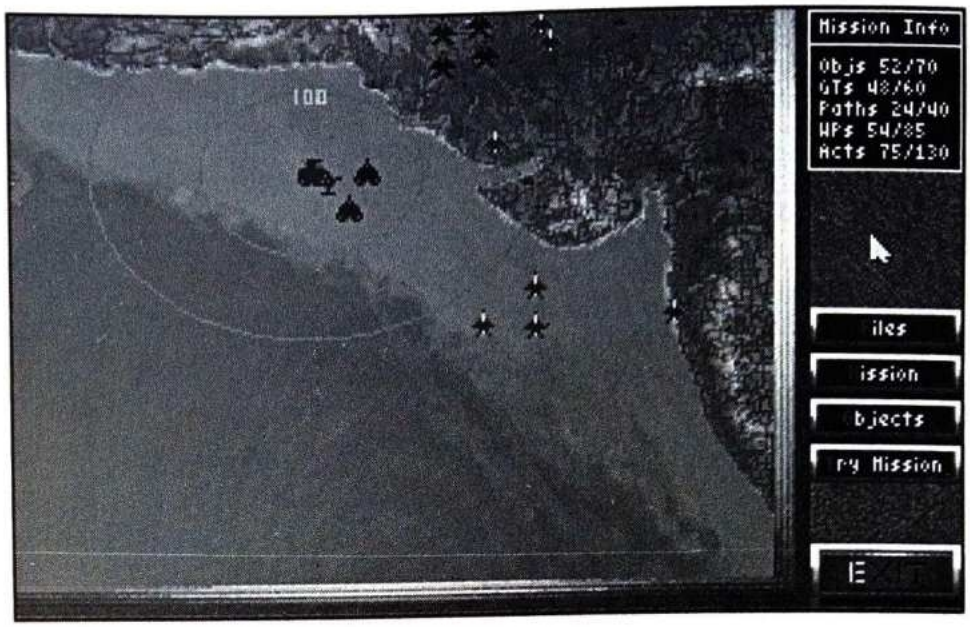


Figure 13-7
Pakistani Pay-Back, Indian Rope Trick Missions 8 and 10

MISSION 10: PAKISTANI PAY-BACK: ESCORT AIR ATTACK

This mission is an exact duplicate of Mission 8, except the briefing text is slightly different. After reading the briefing text below, refer to Mission 8 found earlier in this chapter for a description of the mission.

Briefing: In retaliation for the sneak shooting of the Tomcat, the Pakistani Air Force has used the information from the TARPS mission to launch raids from Rafiqui and Sargodha to targets around Adampur. They have proceeded with a multiple-wave attack. The first wave damaged a few Indian MiG-21 aircraft. Unfortunately, the MiG-23 Floggers and MiG-29 Fulcrums were in hardened shelters. Your job is to provide an escort for the second wave being sent to destroy the runway and as many aircraft as possible. Expect to meet Fulcrum and Flogger adversaries. Beware: both sides have MiG-21s. Also, F-16 aircraft from Sargodha provide air cover for one of the prongs of this three-prong attack. You sweep in front of the second flight of Pakistani MiG-21s that are followed by a six-ship of A-6Es which you lead to the rendezvous point 90 nautical miles east-southeast of Rafiqui.

Missions 9, 11, and 12 (Karachi Caper): You fly Mission 9 if you lose Missions 4 or 6 (The Ultimate Indian Giver). You fly Mission 11 if you lose Missions 5 or 7 (Decisions . . . Decisions . . . Decisions). You fly Mission 12 if you lose Missions 8 or 10 (Pakistani Pay-Back).

MISSION 9: KARACHI CAPER: DEFEND BASE AGAINST AIR ATTACKS

Briefing: Our reconnaissance mission was an utter disaster. India views it as an act of open hostility and has responded in kind. Several two-ship (two aircraft) ground attack missions have been launched against Karachi by Indian Jaguars. During these attacks, the radar capability of the Pakistani Air Force has been degraded. Your mission is to fly CAP over Karachi and stop any further ground attack missions. Strikes may come from Ambala to the northeast or from Jamnagar to the southeast. Prevent any bombing of Karachi.

- **Victory** Destroy four Jaguars attempting to bomb Karachi.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, six F-14s (CAP 1, 2, Ready 5), one SH-2 (SAR Helo), four MiG-21s (Pakistani), six F-16s (Pakistani)
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, six AV-8s, four MiG-21s, two MiG-23s, ten Jaguars
- **Situation** You and your wingman are airborne over Karachi. The *Eisenhower* steams about 150 nautical miles southwest of you with four F-14s on CAP.The Pakistanis fly two MiG-21s on CAP east of Rafiqui and two more southeast of Sargodha. The Indians jump those two Pakistani CAPs with four MiG-21s, two each from Adampur and Jamnagar. Two Indian Jaguars northwest of Jamnagar fly to Karachi to contest air superiority with you there. One flight of four Jaguars from near Ambala attempts to bomb ground targets at Karachi, covered by two MiG-23s. Four additional Jaguars may randomly appear near Ambala or from Jamnagar, and may also attack Karachi.

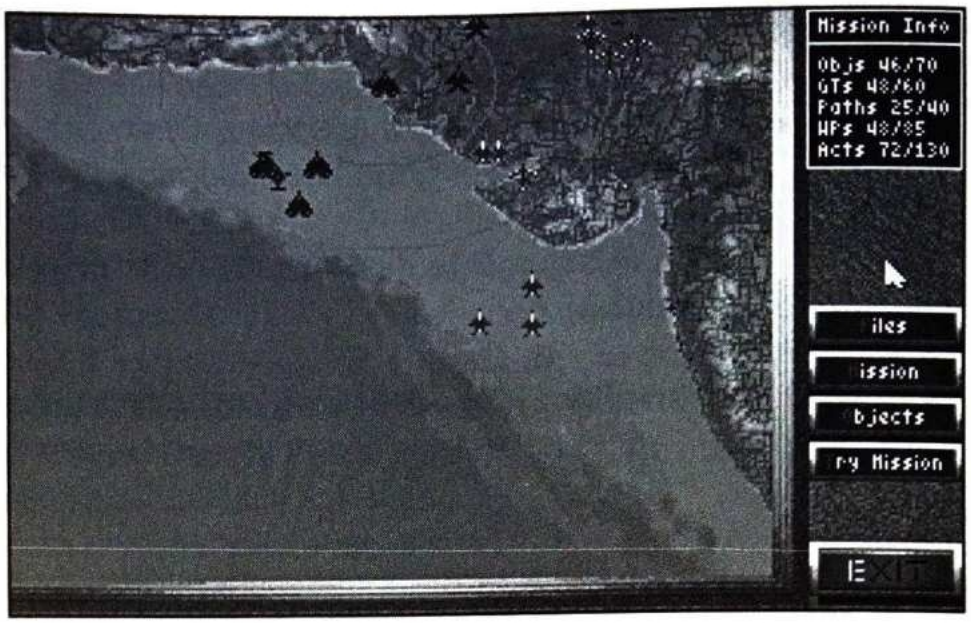


Figure 13-8
Karachi Caper, Indian Rope Trick Missions 9, 11, or 12

MISSION 11: KARACHI CAPER: DEFEND BASE AGAINST AIR ATTACKS

This mission is an exact duplicate of Mission 9, except the briefing text is different and the random Jaguar attacks may make the mission play differently. After reading the briefing text below, refer to Mission 9 found earlier in this chapter for a description of the mission.

Briefing: Since the TARPS mission was unsuccessful, we had no knowledge that India was on the verge of attacking. Several two-ship (two aircraft) ground attack missions have been launched against Karachi by Indian Jaguars. During these attacks, the radar capability of the Pakistani Air Force has been degraded. Your mission is to fly CAP over Karachi and stop any further ground attack missions. Strikes may come from Ambala to the northeast or from Jamnagar to the southeast. Prevent any bombing of Karachi.

MISSION 12: KARACHI CAPER: DEFEND BASE AGAINST AIR ATTACKS

This mission is an exact duplicate of Mission 9, except the briefing text is different and the random Jaguar attacks may make the mission play differently. After reading the briefing text below, refer to Mission 9 found earlier in this chapter for a description of the mission.

Briefing: The damage to Indian targets was light and they were able to quickly mount a counterattack. Several two-ship (two aircraft) ground attack missions have been launched against Karachi by Indian Jaguars. During these attacks, the radar capability of the Pakistani Air Force has been degraded. Your mission is to fly CAP over Karachi and stop any further ground attack missions. Strikes may come from Ambala to the northeast or from Jamnagar to the southeast. Prevent any bombing of Karachi.

Missions 13 and 14 (Meanwhile, Back at the Ranch . . .): You fly Mission 13 if you win Missions 8 or 10 (Pakistani Pay-Back). You fly Mission 14 if you win Missions 9, 11, or 12 (Karachi Caper).

MISSION 13: MEANWHILE, BACK AT THE RANCH . . .: PROVIDE AIR COVER FOR SAR MISSION

Briefing: The success of Pakistan's inland raids has India worrying about other potentially vulnerable targets. Sonar has picked up increased submarine activity in the vicinity of the Indian fleet. Minor feints by the Indian submarine force caused our task force to launch its anti-submarine warfare (ASW) helicopters. *Carpy 52* has noted submarine activity 90 nautical miles from the carrier and has begun to "dip" for more information. *Kelp 01*, the orbiting E-2C, tracked several surface patrol boats (PTM) and two Harrier CAPs. Suddenly, one of the patrol craft began a run at the hovering helicopter. The chopper quickly reeled in the sonabuoy, but the patrol boat got within 20 miles and launched an SAN-3 Ganneff missile. The speed and maneuverability of *Carpy 52* was no match for the missile. The

Harriers have now begun their run toward the wreckage to provide a CAP for the patrol boat. Your mission is to stop the Harriers and patrol boat long enough for our rescue to be successful.

- **Victory** The SH-2 must complete its rescue and survive; the two F/A-18s must carry out their mission and survive.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one Raft, one E-2C, four F-14s (CAP 1, Ready 5), one SH-2 (SAR Helo), two F/A-18s, six MiG-21s (Pakistani)
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, one SSN, five PTMs, six AV-8s, eight MiG-21s
- **Situation** You and your wingman fly CAP south of the *Eisenhower*. The raft carrying the helicopter crew is 50 nautical miles from you and 100 nautical miles from the carrier. Your waypoints are the raft, the SH-2 on its way to the raft, and the two F/A-18s approaching to attack the patrol boat near the raft. The Indian submarine is 120 nautical miles south of the *Eisenhower*. Besides the one Indian patrol boat near the raft, four other boats are about 30 nautical miles to the east of the raft. All of these boats now head east. The Indian carrier *Virat* lies 100 nautical miles west of Bombay. Two AV-8s now west of the *Virat* fly further west. At that point, they turn northwest and attempt to establish a CAP over the single patrol boat. Two other AV-8s north of the *Virat* vector directly to the single patrol boat to establish a CAP. Six Pakistani MiG-21s patrol the frontier, and eight Indian MiG-21s patrol their side.

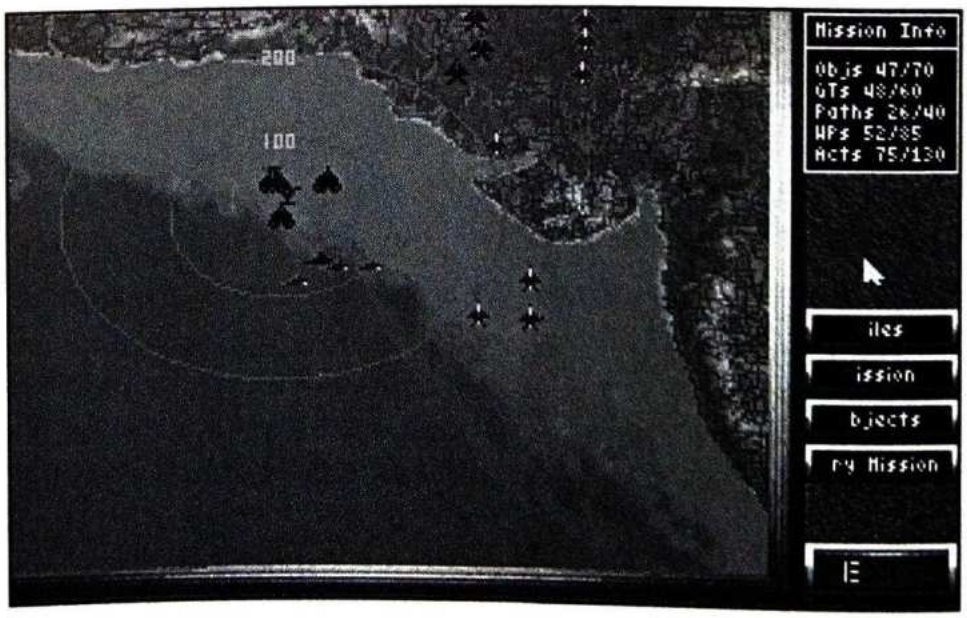


Figure 13-9
Meanwhile, Back at the Ranch . . . , Indian Rope Trick Missions 13 and 14

MISSION 14: MEANWHILE, BACK AT THE RANCH . . . : PROVIDE AIR COVER FOR SAR MISSION

This mission is the exact duplicate of Mission 13, except the briefing is slightly different. After reading the briefing below, refer to Mission 13 found earlier in this chapter for description of the mission.

Briefing: With their attacks against Karachi foiled, India seems to be looking for other targets. Sonar has picked up increased submarine activity in the vicinity of the Indian fleet. Minor feints by the Indian submarine force have caused our task force to launch its anti-submarine warfare (ASW) helicopters. *Carpy 52* has noted submarine activity 90 nautical miles from the carrier and has begun to "dip" for more information. *Kelp 01*, the orbiting E-2C, tracked several surface patrol boats (PTM) and two Harrier CAPs. Suddenly, one of the patrol craft began a run at the hovering helicopter. The chopper quickly reeled in the sonabuoy, but the patrol boat got within 20 miles and launched an SAN-3 Ganneff missile. The speed and maneuverability of *Carpy 52* was no match for the missile. The Harriers have now begun their run toward the wreckage to provide a CAP for the patrol boat. Your mission is to stop the Harriers and patrol boat long enough for our rescue to be successful.

Missions 15 and 16 (Circle the Wagons Indian Style): You fly Mission 15 if you lose Missions 9, 11, or 12 (Karachi Caper). You fly Mission 16 is you lose Missions 13 or 14. (Meanwhile, Back at the Ranch . . .)

MISSION 15: CIRCLE THE WAGONS INDIAN STYLE: ESCORT AIR STRIKE

Briefing: India's successful attacks have allowed their fleet to maneuver up the coast to a position between the U.S. fleet and Karachi. An amphibious exercise planned against Jamnagar has turned into an attack against Karachi and the U.S. fleet. MiG-23 Floggers and AV-8 Harriers carrying Exocet missiles have attacked the U.S. fleet. Floggers and Jaguars have begun to pound

Karachi. Pakistani MiG-21 and F-16 aircraft have successfully stopped the first bombing wave but must now keep a safe distance to recover. Your job is to fight your way in, escort a bombing raid against the Indian fleet, and fend off land based fighters until the Pakistanis can rearm and strike the MiG bases. Expect to meet MiG-29 Fulcrum, MiG-25 Foxbat, MiG-23 Flogger, and MiG-21 Fishbed air adversaries. F/A-18s have also been deployed to lead a U.S. strike against Jamnagar to help relieve some of the pressure.

- **Victory** All four of the A-6Es must survive and complete their missions. Eight of the following 10 Indian fighters must be destroyed: four MiG-21s, two MiG-23s, two MiG-25s, and two MiG-29s.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, six F-14s (CAP 1, 2, Ready 5), four A-6Es, four F/A-18s, one SH-2 (SAR Helo), four MiG-21s (Pakistani,) two F-16s (Pakistani)
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, five AV-8s, two MiG-21s, two MiG-29s, two MiG-23s, two MiG-25s
- **Situation** You and your wingman launch, then help escort the four A-6Es attempting to bomb the Indian carrier group. Two additional F-14s take off and fly directly to the *Virat* to help establish air superiority over the enemy ships before the A-6Es arrive. At the same time, two F/A-18s launch and fly to Jamnagar to bomb targets there. Two additional F/A-18s escort the first two. Far to the north, two Pakistani F-16s fly from Sharea Faisal to Kamra to link up there with two MiG-21s attempting to bomb Adampur. The Indians employ several CAPs over or near the *Virat*: two AV-8s overhead, two MiG-29s to the southwest at 20,000 feet, and two MiG-21s to the southwest at 19,500 feet. Three other AV-8s approach from 120 nautical miles northwest of the *Eisenhower;* they then attack the carrier. These Harriers fly into the patrol zone of two F-14s on CAP in this area. Two MiG-23s to the west of the *Virat* vector against the A-6Es.

Figure 13-10
Circle the Wagons Indian Style, Indian Rope Trick Missions 15 and 16

MISSION 16: CIRCLE THE WAGONS INDIAN STYLE: ESCORT AIR STRIKE

This mission is the exact duplicate of Mission 15, except the briefing is different. After reading the briefing text below, refer to Mission 15 found earlier in this chapter for a description of the mission.

Briefing: India's submarines have pushed us back far enough to allow the Indian fleet to maneuver itself up the coast between us and Karachi. An amphibious exercise planned against Jamnagar has turned into an attack against Karachi and the U.S. fleet. MiG-23 Floggers and AV-8 Harriers carrying Exocet missiles have attacked the U.S. fleet. Floggers and Jaguars have begun to pound Karachi. Pakistani MiG-21 and F-16 aircraft have successfully stopped the first bombing wave but must now keep a safe distance to recover. Your job is to fight your way in, escort a bombing raid against the Indian fleet, and fend off land based fighters until the Pakistanis can rearm and strike the MiG bases. Expect to meet MiG-29 Fulcrum, MiG-25 Foxbat, MiG-23 Flogger, and MiG-21 Fishbed air adversaries. Also, F/A-18s have been deployed to lead a U.S. strike against Jamnagar to help relieve some of the pressure.

Missions 17 and 18 (Some Like it Hot): You fly Mission 17 if you win Missions 13 or 14 (Meanwhile, Back at the Ranch . . .). You fly Mission 18 if you win Missions 15 or 16 (Circle the Wagons Indian Style).

MISSION 17: SOME LIKE IT HOT: DEFEND CARRRIER GROUP AGAINST AIR ATTACK

Briefing: The attack on the ASW helicopter demonstrated that we need to strengthen our defensive perimeter and remind India of our superiority. Our task force has been assembled and is steaming directly toward a retreating Indian task force. The Indians know that if they can reach the waters off the coast of Bombay, the U.S. fleet will stay away for political reasons. In order to slow the U.S. fleet, patrol boats are now attacking it and submarines circle like sharks. AV-8 Harriers from the Indian ships, as well as MiG-23 Floggers, Jaguars, and MiG-25 Foxbats from land bases have launched a strike against the fleet. Your job is to intercept and destroy any enemy aircraft within 100 nautical miles of the carrier.

- **Victory** Destroy the eight Indian aircraft attempting to attack your fleet: two AV-8s, four Jaguars, and four Mirages.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, four F-14s (CAP 1, Ready 5), four F/A-18s, one SH-2 (SAR Helo), six MiG-21s (Pakistani)
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, six AV-8s, eight MiG-21s, two MiG-23s, four MiG-25s, four Mirages, four Jaguars
- **Situation** Airborne, you and your wingman fly CAP to the northeast of the *Eisenhower*. Two Indian AV-8s pass over their carrier 125 nautical miles west of Bombay. These aircraft fly to the north-northwest, then attempt to attack your carrier. Two additional AV-8s fly to a position about 35 nautical miles east of the *Eisenhower*, while two others fly to a position near the two F-14s on CAP to the southeast of the carrier. Four Jaguars at Jamnagar fly west, then turn to attempt a bombing attack against the fleet. They are covered by two MiG-25s, who move in from the north of Jamnagar. Four Mirages from Bombay also attempt to bomb the fleet, covered by two MiG-23s now north of Bombay. Two other MiG-25s, now west of Jamnagar at 30,000 feet, fly west about 150 nautical miles, then vector against you. The Indians employ six MiG-21s on CAP west of Adampur and Ambala and two more northwest of Jamnagar. The Pakistanis fly six MiG-21s on CAP on their side of the border.

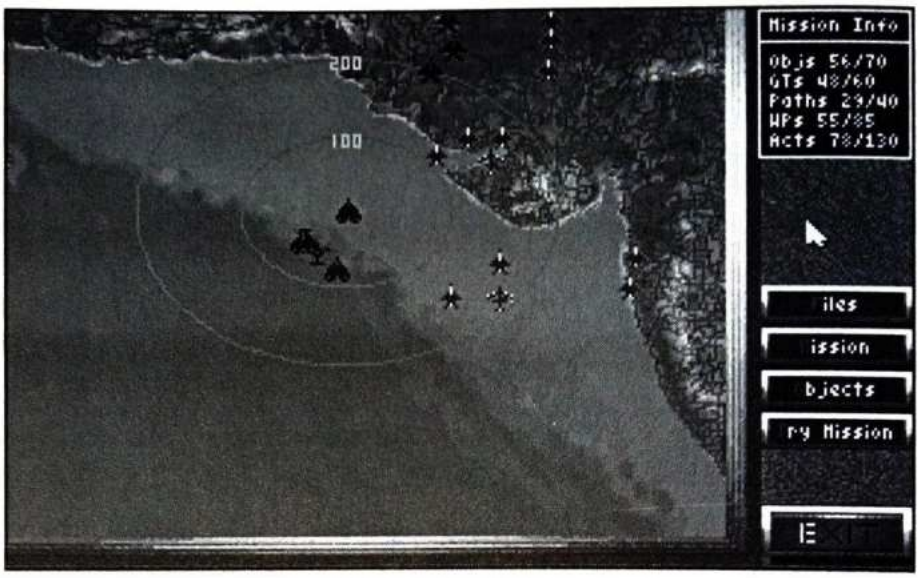


Figure 13-11
Some Like it Hot, Indian Rope Trick Missions 17 and 18

MISSION 18: SOME LIKE IT HOT: DEFEND CARRIER GROUP AGAINST AIR ATTACK

This mission is a duplicate of Mission 17, except the briefing is different. After reading the briefing text below, refer to Mission 17 found earlier in this chapter for a description of the mission.

Briefing: Our attempt to dislodge the Indian fleet was a success. Our task force now steams directly toward a retreating Indian task force. The Indians know that if they can reach the waters off the coast of Bombay, the U.S. fleet will stay away for political reasons. In order to slow the U.S. fleet, patrol boats now attack it and submarines circle like sharks. AV-8 Harriers from the Indian ships, as well as MiG-23 Floggers, Jaguars, and MiG-25 Foxbats from land bases have launched a strike against the fleet. Your job is to intercept and destroy any enemy aircraft within 100 nautical miles of the carrier.

Missions 19 and 20 (Get the Message? Yankee Go Home): You fly Mission 19 if you lose Missions 15 or 16 (Circle the Wagons Indian Style). You fly Mission 20 if you lose Missions 17 or 18 (Some Like it Hot).

MISSION 19: GET THE MESSAGE? YANKEE GO HOME: DEFEND CARRIER BATTLE GROUP AGAINST CRUISE MISSILE ATTACK

Briefing: The U.S. fleet has withstood all aircraft attacks. Still, the same can be said for India's fleet, as well. India has made it known through diplomatic channels that the U.S. presence off its coast is unacceptable. We have been ordered to slowly retrograde to the northwest in order to keep out of the lethal range of enemy aircraft. Several Scud and Silkworm missiles have been detected inbound. This is India's way of setting the boundaries for foreign intervention. Stop as many of the Silkworms as you can with your aircraft's weapons system.

- **Victory** Prevent the 12 Silkworm missiles from hitting ships in the carrier group.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, two F-14s (CAP 2, Intercept), one SH-2 (SAR Helo), six MiG-21s (Pakistani)
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, six AV-8s, eight MiG-21s, six Scuds (missiles), 12 Silkworms (missiles)
- **Situation** You and your wingman are airborne and northeast of the *Eisenhower* on CAP at 20,000 feet. The Indians launch six Scuds from Ambala toward your carrier group, but you can do nothing about them. India also launches two groups of six Silkworms against your ships from Jamnagar, which you may be able to intercept. The first group of Silkworms targets a DDG in the carrier screen. The second group pursues one of the CGs. Two F-14s launch from the Eisenhower and go after the first group of Silkworms. The Pakistanis guard the northern frontier with six MiG-21s, and the Indians patrol with eight MiG-21s there.

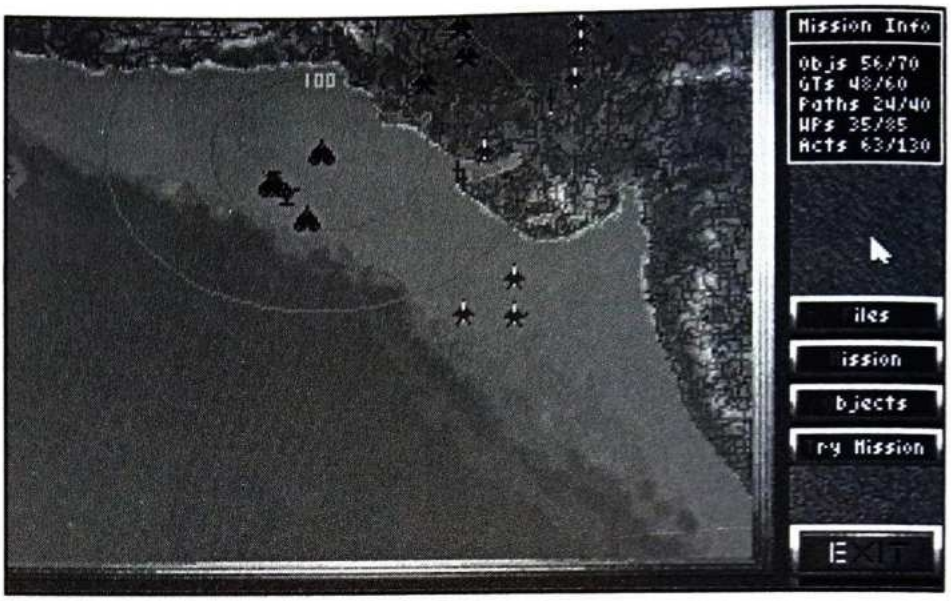


Figure 13-12
Get the Message? Yankee Go Home, Indian Rope Trick Missions 19 and 20]

MISSION 20: GET THE MESSAGE? YANKEE GO HOME: DEFEND CARRIER BATTLE GROUP AGAINST CRUISE MISSILE ATTACK

This mission is nearly a duplicate of Mission 19, except the first Silkworm group contains eight missiles and the second contains four. The mission briefing text is also slightly different. After reading the briefing text below, refer to Mission 19 found earlier in this chapter for a description of the mission.

Briefing: The U.S. fleet has withstood all aircraft attacks, but those aircraft shouldn't have gotten as close as they did. India has made it known through diplomatic channels that the U.S. presence off its coast is unacceptable. We have begun to slowly retreat to the northwest in order to keep out of the lethal range of enemy aircraft. Several Scud and Silkworm missiles have been detected inbound. This is India's way of setting the boundaries for foreign intervention. Stop as many of the Silkworms as you can with your aircraft's weapons system. It is unlikely you can hit the Scuds.

Missions 21 and 22 (A Pounding of Indians Like a Drum): You fly Mission 21 if you win Missions 17 or 18 (Some Like it Hot). You fly Mission 22 if you win Missions 19 or 20 (Get the Message? Yankee Go Home). If you win Mission 21 or 22, you win the campaign.

MISSION 21: A POUNDING OF INDIANS LIKE A DRUM: ESCORT A-6E AIR STRIKE

Briefing: It has been a long time since there has been a naval bombardment and amphibious assault of an enemy port. Many Indian air raids have been staged from Jamnagar. Since many of their aircraft were splashed in their last attempt against the fleet, the time seems right to put an end to these raids. After the smoke clears, your mission is to escort strikes from the carrier against this airfield. Note that Pakistanis will also attack from Karachi in the north and Sargodha in the northeast. ID! Expect to encounter MiG-23s, MiG-29s, and MiG-21s. Their destruction results in the total annihilation of the Indian fighters as an offensive force.

- **Victory** All four A-6E strike aircraft must complete their attacks and survive the mission.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, six F-14s (CAP 1, 2, Ready 5), one SH-2 (SAR Helo), four A-6Es, 10 MiG-21s (Pakistani), two F-16s (Pakistani)
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, two AV-8s, eight MiG-21s, four MiG-29s, two MiG-23s
- **Situation** You and your wingman launch, then sweep ahead of the four A-6Es attacking targets around the Indian city of Jamnagar. After you reach Jamnagar in your sweep, fall back to escort in the A-6Es. Four Pakistani MiG-21s from Rafiqui also attack ground targets around Jamnagar, covered by two F-16s from Sargodha. The Indians fly six MiG-21s on CAP west and north of New Delhi. Two more MiG-21s fly CAP northwest of Jamnagar. Two MiG-23s fly CAP south of Jamnagar. Four Indian MiG-29s at Bombay fly due west for about 125 nautical miles, then vector against the A-6Es.

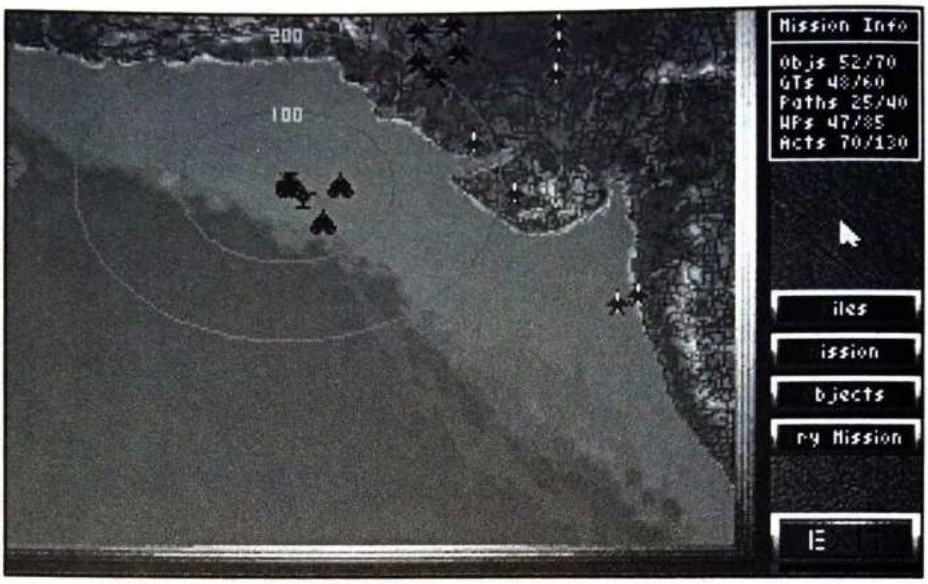


Figure 13-13
A Pounding of Indians Like a Drum, Indian Rope Trick Missions 21 and 22

MISSION 22: A POUNDING OF INDIANS LIKE A DRUM: ESCORT A-6E AIR STRIKE

This mission is an exact duplicate of Mission 21 except for the different briefing text. After reading the briefing text below, refer to Mission 21 found earlier in this chapter for a description of the mission.

Briefing: Following that missile attack, it has again been decided to go on the offensive. It has been a long time since there has been a naval bombardment and amphibious assault against an enemy port. Many air raids have been staged from Jamnagar. Some of those Silkworms you splashed came from there, as well. After the smoke clears, your mission is to escort strikes from the carrier against this airfield. Remember, Pakistanis will also attack from Karachi in the north and Sargodha in the northeast. ID! Expect to encounter MiG-23s, MiG-29s, and MiG-21s. Their destruction results in the total annihilation of the Indian fighters as an offensive force.

Missions 23 and 24 (Indian Cocoons): You fly Mission 23 if you lose Missions 19 or 20 (Get the Message? Yankee Go Home). You fly Mission 24 if you lose Missions 21 or 22 (A Pounding of Indians Like a Drum). If you win either Mission 23 or 24, you win the campaign.

MISSION 23: INDIAN COCOONS: INTERCEPT ENEMY TRANSPORTS

Briefing: Some of our ships were heavily damaged by those Scuds and Silkworms. We can't allow India a chance to shoot at us again. Several flights of three An-26 Curls with MiG-29 Fulcrum escorts have left Bombay and are flying up the coast. Their payload is a supply of Scud and Silkworm missiles. Stop the resupply.

- **Victory** Destroy all nine of the An-26 transports.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, six F-14s (CAP 1, 2, Cover), one SH-2 (SAR Helo), six MiG-21s (Pakistani)
- **Enemy Forces** One CV (*Virat*), one FF, two DDGs, six AV-8s, six MiG-21s, four or five MiG-29s, zero or two MiG-25s, nine An-26s
- **Situation** You and your wingman launch, then go hunting for Indian An-26 transports. Two additional F-14s fly with you as cover. Your waypoints take you first to Jamnagar, then to Ambala, and on to Bombay. Three An-26s fly from Bombay to Jamnagar with an escort of at least two MiG-29s. There is a 30 percent chance of another MiG-29 joining this group. Three additional An-26s with two MiG-29s escorts head from north of Bombay toward Ambala. There is a 30 percent chance of another MiG-29 joining this group. Three more An-26s also fly from just north of Bombay to Ambala. There is a 20 percent chance of two additional MiG-29s appearing 175 nautical miles south-southeast of Bombay; they then fly to Jamnagar to establish a CAP. There is a 20 percent chance of two MiG-25s appearing 75 nautical miles east of Adampur; they then fly to a point south-southeast of New Delhi and vector against you. The random Indian aircraft groups are mutually exclusive—only one appears.

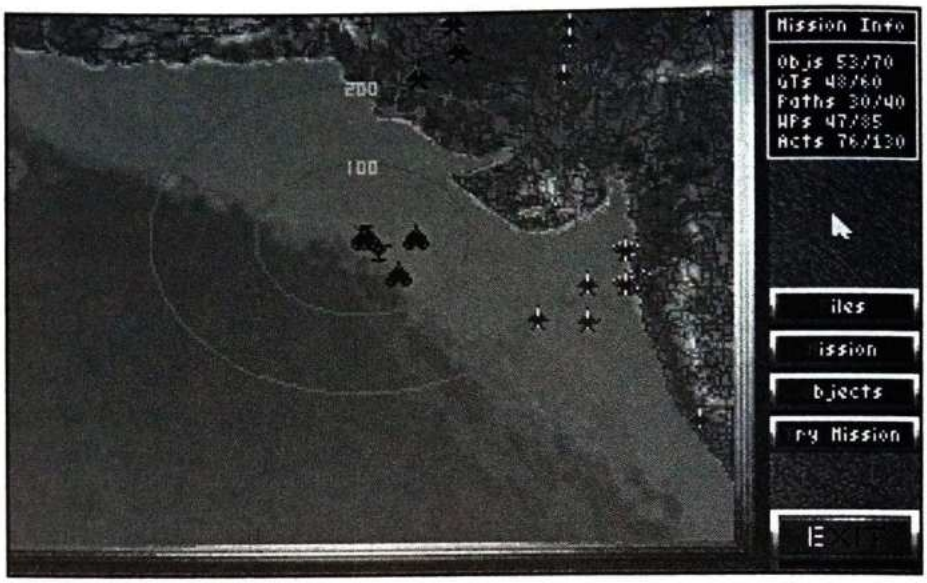


Figure 13-14
Indian Cocoons,
Indian Rope Trick
Missions 23 and 24

MISSION 24: INDIAN COCOONS: INTERCEPT ENEMY TRANSPORTS

This mission is an exact duplicate of Mission 23, except the random appearance of some enemy aircraft may change the way the mission plays. After reading the briefing text for Mission 24 below, refer to Mission 23 found earlier in this chapter for a description of the mission.

Briefing: The failure of our strike missions means that India is still in the fight. Several flights of three An-26 Curls with MiG-29 Fulcrum escorts have launched from Bombay and are now flying up the coast. Their payload is a supply of Scud and Silkworm missiles. Stop the resupply.

RETURN TO THE ROK
14

The Return to the ROK Campaign places your carrier group off South Korea. For some missions, the carrier is off the west coast and for others off the east coast. The USS *Eisenhower* and its air group support the small South Korean Air Force in anticipation of new aggression on the part of North Korea.

The majority of the aircraft on the North Korean side are outmoded models: MiG-21s and MiG-23s. They use a few of the more modern MiG-29s. In a number of missions, the Chinese join in on the side of the North Koreans. They possess a few of the very dangerous Su-27s, but most of their aircraft are poorer quality J-7s.

The South Korean Air Force employs a few F-5s, as well as a limited quantity of United States Air Force F-15s and F-16s.

The only warships that your fleet might encounter are submarines and patrol boats. The North Koreans also have some landing ships (LSTs) that may transport a small invasion force.

SITUATION AND MISSIONS

The general situation in this theater is shown in Figure 14-1. The South Korean air bases located nearest the frontier are at Osan and Kangnung. However, your carrier group generates most of the air action in this campaign. The South Korean and United States Air Forces are usually only capable of establishing a few CAPs.

North Korean air bases exist near the border, located at Wonsan, Nam p'o, Yongbyong, and Pyongyang. Chinese aircraft operate out of Dalian, Yantai, Liuting, and Baitabu.

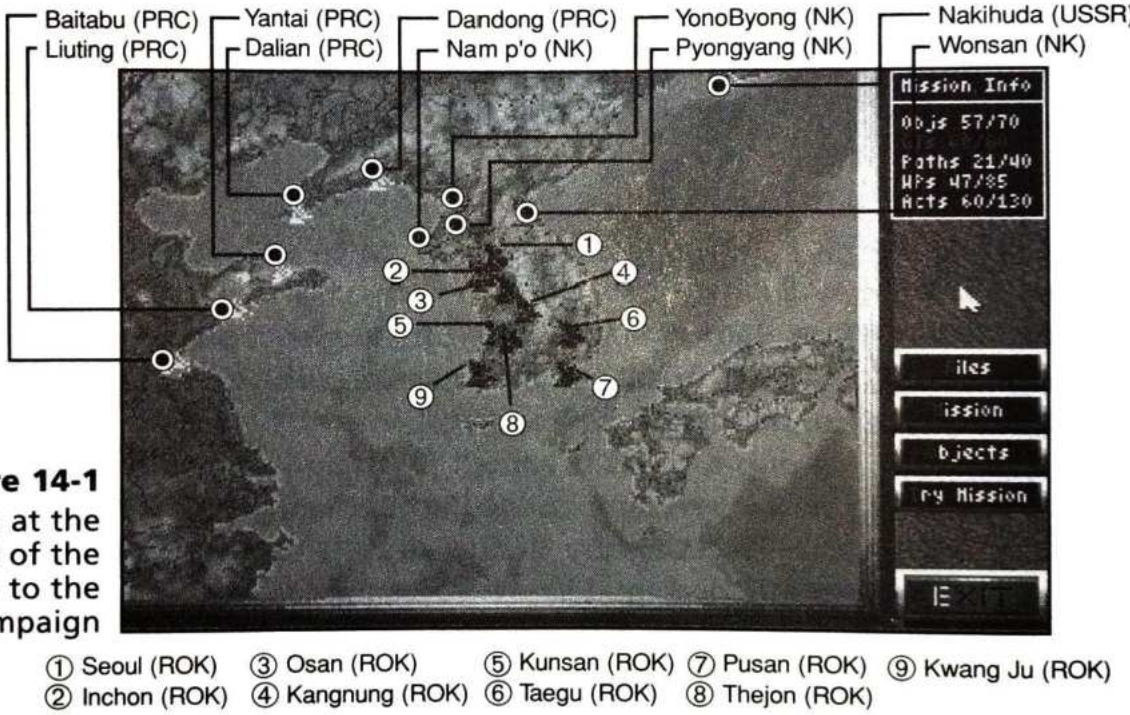


Figure 14-1
Situation at the Start of the Return to the ROK Campaign

Table 14-1 shows the ground targets that exist at the start of the missions of the Return to the ROK Campaign. For certain missions, the number of targets may decrease following the results of previous missions.

The Return to the ROK Mission Tree is shown in Figure 14-2. An explanation of how to read this tree is found at the start of Chapter 5. However, the campaigns in India and Korea follow a different flow than the campaigns in the Mediterranean and the North Cape.

Table 14-1 Return to the ROK Campaign Ground Targets

Location	Target
Seoul (ROK)	Ground target, two Hawk batteries
Inchon (ROK)	Three Hawk batteries
Osan (ROK)	Airport, two Patriot batteries
Kangnung (ROK)	Airport, two Hawk batteries
Kunsan (ROK)	Airport, two Hawk batteries
Taejon (ROK)	Airport, two Patriot batteries
Kwang Ju (ROK)	Airport, two Hawk batteries
Pusan (ROK)	Airport, two Patriot batteries
Taegu (ROK)	Airport, two Hawk batteries
Nam p'o (NK)	Airport, one SA-2 battery, one SA-6 battery
Pyongyang (NK)	Airport, one SA-2 battery, one SA-6 battery
Yongbyong (NK)	Airport, nuclear plant, two SA-2 batteries
Wonsan (NK)	Airport, two SA-2 batteries, one SA-6 battery
Nakihuda (USSR)	Airport
Dandong (PRC)	Ground target, one SA-2 battery, one SA-6 battery
Dalian (PRC)	Airport, two SA-2 batteries, one SA-6 battery
Yantai (PRC)	Airport, three SA-2 batteries
Liuting (PRC)	Airport, two SA-2 batteries
Baitabu (PRC)	Airport, two SA-2 batteries, Silkworm battery

ROK = Republic of Korea (South Korean)
NK = North Korea
USSR = Union of Soviet Socialist Republics
PRC = People's Republic of China.

Although this campaign consists of 26 missions, you never play them all in a single game. Winning either Missions 21 or 22 (Insurance) or Missions 25 or 26 (Vampire) successfully completes the campaign. The individual missions of this campaign are described in the remainder of this chapter. For each mission, an accompanying situation map is provided showing the starting location of the forces on each side. Weather and time are random for all missions unless otherwise noted.

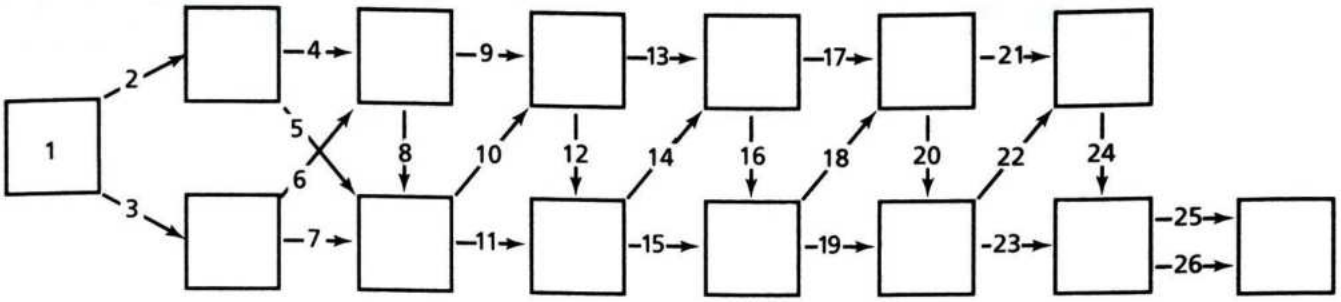


Figure 14-2 Return to the ROK Mission Tree

Mission #	Name
1	Lookee Here
2 and 3	Feel Lucky Punk?
4 and 6	Iron Hand
5, 7 and 8	Beagles Everywhere!
9 and 10	Carpet for Kim Sung Il
11 and 12	Rescue
13 and 14	Sub Pens
15 and 16	Wrong Sub!
17 and 18	Ding Dong! Yongbyong
19 and 20	Poke in the Eye
21 and 22	Insurance
23 and 24	Full Round Up
25 and 26	Vampire

MISSION 1: LOOKEE HERE!: ESCORT DAMAGED AIRCRAFT HOME

Briefing: A TARPs aircraft has been hit by a paranoid North Korean pilot after it discovered a large group of LSTs and hovercraft on maneuvers to the north of Inchon. Now, you must escort the wounded RF-14 (an F-14 aircraft equipped with a TARPs system that is used for reconnaissance) back to the carrier while a strike force is mobilized to deal with the ships.

- **Victory** The F-14T (RF-14) must complete its mission and survive.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, nine F-14s (CAP 1, 2, 3, Ready 5, TARPs), six A-6Es, four F/A-18s, two F-15s, one SH-3 (SAR Helo), two F-5s (South Korea),
- **Enemy Forces** Nine LSTs, four MiG 17s, eight MiG-21s
- **Neutral Forces** One MiG-29 (USSR), two SU-27s (PRC)

- **Situation** You and your wingman launch, then fly to the damaged F-14T, which is located about 200 nautical miles north of you. You provide the F-14T with cover. At the same time, six A-6Es with four F/A-18s covering them fly north to a point near the North Korean LSTs. Four North Korean MiG-17s from Nam p'o launch, fly to a point south of the LSTs, and then, if they encounter nothing, return home. Four North Korean MiG-21s from Pyongyang attempt to intercept the F-14T and kill it. The North Koreans fly two MiG-21s on CAP north of Pyongyang and two north of Wonsan. Two of our F-15s fly CAP over Osan, and two South Korean F-5s are on CAP south of Wonsan.

Figure 14-3
Lookee Here!, Return to the ROK Mission 1

Missions 2 and 3 (Feel Lucky Punk?): You fly Mission 2 if you win Mission 1 (Lookee Here!). You fly Mission 3 if you lose Mission 1 (Lookee Here?).

MISSION 2: FEEL LUCKY PUNK?: COVER AN SAR MISSION

Briefing: Good job escorting the TARPs aircraft; it will soon be operational again. Diplomatic pressure has been applied to the North because of the shooting, and readiness has been heightened to Defcon 2 (defensive readiness condition level 2.) A U-2 that had been sent out for additional reconnaissance has been shot down by SAMs along the east coast of North Korea. Your CAP must now vector to the crash site to cover it until an SAR helicopter can get there. Team spirit has suddenly taken on a more realistic meaning.

- **Victory** The SH-2 search and rescue helicopter must complete its mission and survive.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, seven F-14s (CAP 1, 3, REPCAP, Ready 5), one SH-2 (SAR Helo), two F-15s, three F-5s (South Korea)
- **Enemy Forces** One MiG-29, eight MiG-21s, four MiG-23s, two Mi-24 (Helo)
- **Neutral Forces** One MiG-29 (USSR), two Su-27s (PRC)
- **Situation** You and your wingman fly CAP northwest of your carrier on the eastern side of the Korean peninsula. You are vectored to the site of the U-2 crash. An SH-2 SAR helicopter approaches the site. Two F-14s launch to take your place in the CAP screen. On deck, one F-14 prepares as the Ready 5. Two North Korean Mi-24 helicopters make their way to the crash site to establish a CAP there. There is a 10 percent chance of a single North Korean MiG-29 appearing at Yongbyong. If it appears, it vectors against you. Four North Korean MiG-23s from Pyongyang also vector against you. Four MiG-21s from Yongbyong circle to the north, then vector against you. There is a 20 percent chance that a South Korean F-5 from Kangnung will come to the crash site to also establish a CAP. Two friendly F-15s fly CAP at Osan, and two F-5s are on CAP south of Wonsan. The North Koreans employ two MiG-21s on CAP north of Pyongyang and two north of Wonsan. The Soviets have a MiG-29 on CAP at Nakihuda, and the Chinese have two Su-27s at Dalian.

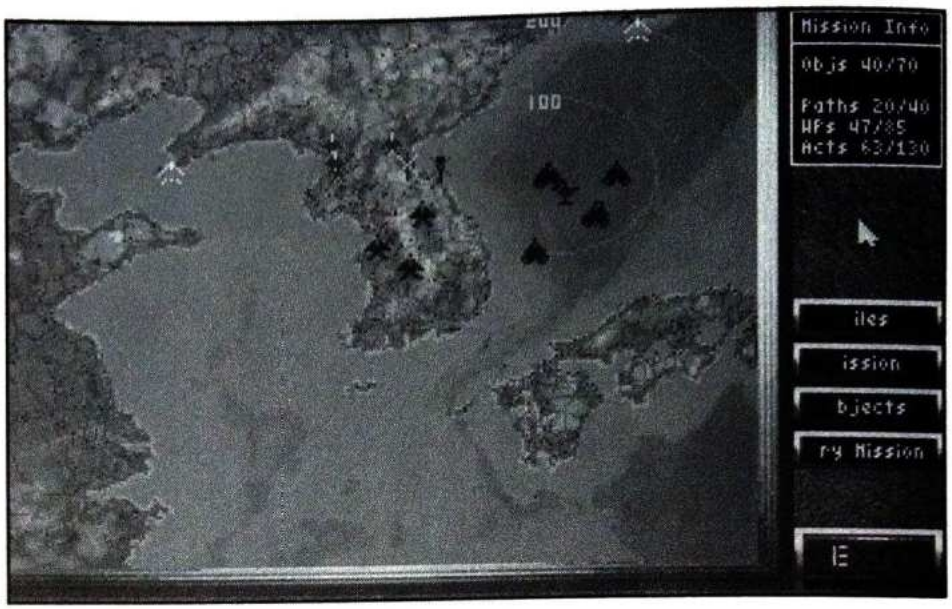


Figure 14-4
Feel Lucky Punk?, Return to the ROK Missions 2 and 3

MISSION 3: FEEL LUCKY PUNK?: COVER AN SAR MISSION

This mission is a duplicate of Mission 2 except for the following:

- A 40 percent chance exists that two North Korean MiG-29s will appear at Yongbyong, rather than one.
- Five MiG-23s at Pyongyang vector against you, rather than four.
- Five additional MiG-23s replace the four MiG-21s at Yongbyong.

After you read the briefing text, refer to the Mission 2 description, above.

Briefing: Since you were unable to successfully escort the TARPs back, we had to ask for the assistance of a U-2 to gather needed intelligence information. Unfortunately, as it was heading up the east coast of Korea, it was hit by enemy SAMs and has crashed. Your CAP must now vector to the crash site to cover it until an SAR helicopter can get there. Do a better job this time. Remember, this is no longer just an exercise.

Missions 4 and 6 (Iron Hand): You fly Mission 4 if you lose Mission 2 (Feel Lucky Punk?). You fly Mission 6 if you win Mission 3 (Feel Lucky Punk?).

MISSION 4: IRON HAND: ESCORT AIR ATTACK AGAINST GROUND TARGETS

Briefing: Congratulations! We were able to safely retrieve the U-2 pilot. It has been decided to send in a strike group to take out the GCI and SAM network so that this sort of thing doesn't happen again. This will also help pave the way for a possible amphibious landing. Stealth aircraft are expected to be in the area, along with strikers from Kunsan and Osan. F-15's are being launched from Kwang Ju and Osan to provide interdiction. F-5s from ROK bases are also being deployed.

- **Victory** Six of the 12 A-6E and F/A-18 aircraft taking part in the strike must make their attacks, and eight of the twelve must survive.
- **Time** 19:30
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, eight F-14s (CAP 1, 2, 3, Escort), six A-6Es, 10 F/A-18s, six F-15s, one F-117, one SH-2 (SAR Helo), four F-16s (South Korea)
- **Enemy Forces** Twelve MiG-21s, six MiG-23s
- **Situation** You and your wingman launch, then help provide air cover for six F/A-18s equipped for bombing. These aircraft attack the airport and SAM batteries at Nam p'o. At the same time, six A-6Es attack the same types of targets at Pyongyang, with four F/A-18s providing cover. Two F-15s sweep to the north of Wonsan. Two F-16s from Kunsan attack a SAM battery at Wonsan; two other F-16s from Kunsan attack a SAM battery at Yongbyong. A single F-117 from Taegu also attacks SAM batteries at Wonsan. Four F-15s provide CAP over the South Korean border. The North Koreans fly four MiG-23s on CAP at 18,000 feet near Nam p'o. They also fly four MiG-21s from Yongbyong toward the southwest of Nam p'o, directly into the path of the F/A-18s you are covering. Two MiG-23s are on CAP at 19,500 feet near Yongbyong. The North Korean CAPs also employ two MiG-21s, 30 nautical miles northwest of Pyongyang; two MiG-21s, 30 nautical miles north of Wonsan; and four MiG-21s, 50 nautical miles northwest of Wonsan.

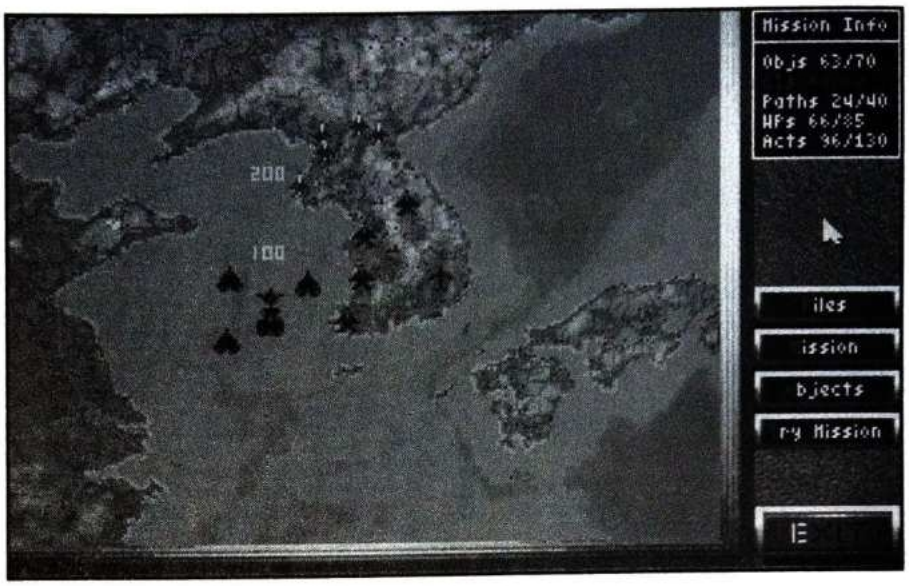


Figure 14-5
Iron Hand, Return to the ROK Missions 4 and 6

MISSION 6: IRON HAND: ESCORT AIR ATTACK AGAINST GROUND TARGETS

This mission is a duplicate of Mission 4, except the briefing is different. After reading the briefing text and reviewing the situation map shown in Figure 14-5, refer to Mission 4 (above) for additional information about the mission.

Briefing: Congratulations, you did a much better job this time. We were able to safely retrieve the U-2 pilot. It has been decided to send in a strike group to take out the GCI and SAM network so that this sort of thing doesn't happen again. This will also help pave the way for a possible amphibious landing. Stealth aircraft are expected to be in the area, along with strikers from Kunsan and Osan. Additionally, F-15s from Kwang-Ju and Osan are being deployed to provide interdiction.

Missions 5, 7 and 8 (Beagles Everywhere!): You fly Mission 5 if you lose Mission 2 (Feel Lucky Punk?). You fly Mission 7 if you lose Mission 3 (Feel Lucky Punk?). You fly Mission 8 if you lose Mission 4 (Iron Hand).

MISSION 5: BEAGLES EVERYWHERE!: DRIVE OFF POTENTIALLY HOSTILE IL-28 BEAGLE AIRCRAFT

Briefing: Since we lost the information from the U-2, we are unsure what the North Koreans are up to. Several IL-28 Beagles whose intentions are unknown have been detected. Some of these have gotten rather close to the carrier. You must either escort them away or shoot them down. Rules of engagement (ROE) forbid the shooting down of anything not offensive in nature, so unless they start to attack or head directly for a valuable target, your hands are tied.

- **Victory** Five of the eight IL-28s from Yongbyong must be shot down.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, six F-14s (CAP 1, 3, Ready 5), one SH-2 (SAR Helo), two F-15s, two F-5s (South Korea)
- **Enemy Forces** Four MiG-21s, twelve IL-28s, eight MiG-23s
- **Neutral Forces** One MiG-29 (USSR), two Su-27s (PRC)
- **Situation** You are airborne on CAP northwest of your carrier, and your wingman launches to join you. The North Koreans employ two IL-28s northeast of Wonsan and two 100 nautical miles southwest of Nakihuda. These two flights of IL-28s fly zigzag courses as they approach your carrier battle group, apparently searching for the ships. After the fourth leg of their search, they turn toward the fleet and attack, two from the north and two from the northwest. At the same time, four IL-28s from Yongbyong fly north of Wonsan. Covered by four MiG-23s, these IL-28s then attack the carrier group from the north. A second flight of four IL-28s from Yongbyong circle Wonsan to the north, then attack the carrier group from the northwest; they are also covered by four MiG-23s.

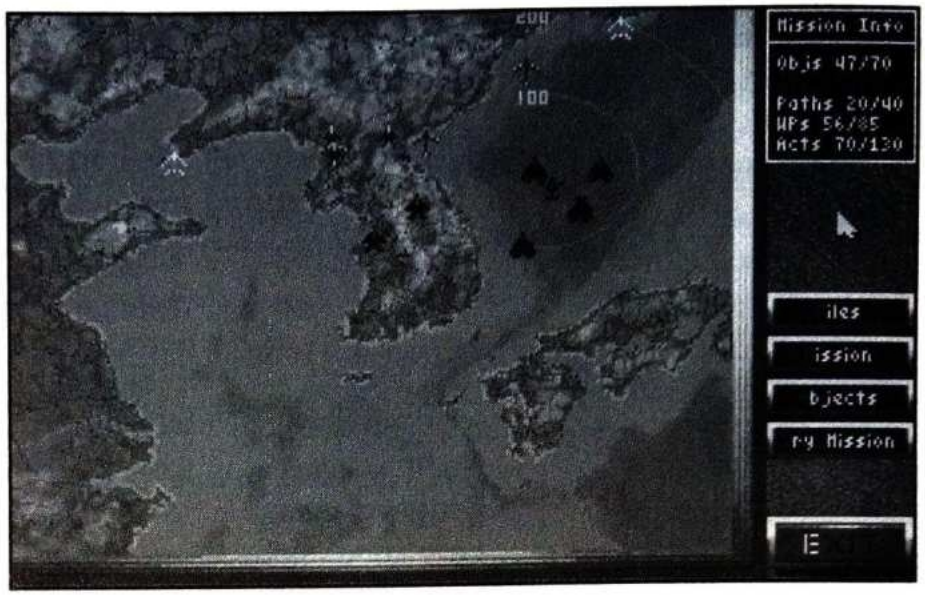


Figure 14-6
Beagles Everywhere!, Return to the ROK Missions 5, 7, and 8

MISSION 7: BEAGLES EVERYWHERE!: DRIVE OFF POTENTIALLY HOSTILE IL-28 BEAGLE AIRCRAFT

This mission is a duplicate of Mission 5 except for the following:

- Six IL-28s must be shot down, instead of five out of the eight from Yongbyong.
- The IL-28s from Yongbyong are covered by MiG-21s, not MiG-23s.
- Two additional IL-28s from Nam p'o fly to Pusan and attack a Patriot battery there
- Four MiG-19s from Nam p'o sweep over Inchon.

After reading the briefing text and reviewing the situation map shown in Figure 14-6, refer to Mission 5 (above) for additional information about the mission.

Briefing: Since we lost the information from the U-2, we are unsure what the North Koreans are up to. Several IL-28 Beagles of unknown intention have been detected .Some of these have gotten rather close to the carrier. You must either escort them away or shoot them down. ROE forbids shooting down anything not offensive in nature, so unless they start to attack or head directly for a valuable target, your hands are tied.

MISSION 8: BEAGLES EVERYWHERE!: DRIVE OFF POTENTIALLY HOSTILE IL-28 BEAGLE AIRCRAFT

This mission is a duplicate of Mission 7 except for the briefing. After reading the briefing text and reviewing the situation map shown in Figure 14-6, refer to Mission 5 (above) for additional information about the mission.

Briefing: Unfortunately, our strikes against their GCI and SAM network were not as effective as we would have liked. Now, it appears the North Koreans may have the same ideas we do. Several IL-28 Beagles of unknown intention have been detected. Some of these have gotten rather close to the carrier. You must either escort them away or shoot them down. The ROE forbids shooting down anything not offensive in nature, so unless they start to attack or head directly for a valuable target, your hands are tied.

Missions 9 and 10 (Carpet for Kim Sung II): You fly Mission 9 if you win Missions 4 or 5 (Iron Hand). You fly Mission 10 if you win Missions 5, 7, or 8 (Beagles Everywhere!).

MISSION 9: CARPET FOR KIM SUNG II: ESCORT B-52 AIR STRIKE

Briefing: The strikes against the GCI and SAM stations seem to have been successful. Just in case, a group of B-52s has been sent to bomb certain locations. You and your wingman must escort the B-52s until they reach all of their targets. Remember, while the SAMs may not bother you for now, other things probably will.

- **Victory** Six out of 10 B-52s must complete their attack and survive.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, eight F-14s (CAP 1, 2, 3, Ready 5), one SH-2 (SAR Helo), 10 B-52s, two F-15s, two F-5s (South Korea)
- **Enemy Forces** four MiG-21s, two MiG-29s, two MiG-23s
- **Neutral Forces** One MiG-29 (USSR), two Su-27s (PRC)

✪ **Situation** You and your wingman launch, then sweep ahead of the B-52s to Wonsan and on to Yongbyong. Your third and fourth waypoints are the first and second B-52 groups. The two B-52 groups now northeast of Taegu bomb the airport at Wonsan, then the nuclear plant at Yongbyong, and finally, the airport at Nam p'o before turning for home. (The title of this mission comes from the technique of carpet bombing.) Two North Korean MiG-21s at Nam p'o fly to several waypoints around that city before directing against the lead B-52 group. The North Koreans establish the following CAPs: two MiG-29s northeast of Yongbyong at 22,500 feet, two MiG-23s northwest of Wonsan at 22,500 feet, and two MiG-21s north of Wonsan at 19,500 feet.

Figure 14-7
Carpet for Kim Sung Il, Return to the ROK Missions 9 and 10

MISSION 10: CARPET FOR KIM SUNG II: ESCORT B-52 AIR STRIKE

This mission is the exact duplicate of Mission 9 except for the following: The MiG-21s are now north of Yongbyong, rather than at Nam p'o, and they stay there on CAP; the MiG-29s northeast of Yongbyong now fly to a point 200 nautical miles east-northeast of the carrier group, then direct against the second B-52 group. After reading the briefing text below, refer to Mission 10 found earlier in this chapter for a description of the mission.

Briefing: Good job of keeping those Beagles away. Though it was unlikely they could have done much harm to the carrier group, the harm they might have done to morale would have been worse. To let the North Koreans know that we aren't playing games, B-52s have been deployed to bomb strategic locations. You and your wingman must escort the B-52s until they reach all their targets. Remember, while the SAMs may not bother you now, other things probably will.

Missions 11 and 12 (Rescue!): You fly Mission 11 if you lose Missions 5, 7, or 8 (Beagles Everywhere!). You fly Mission 12 if you lose Missions 9 or 10 (Carpets for Kim Sung Il).

MISSION 11: RESCUE!: COVER A SEARCH AND RESCUE MISSION

Briefing: While we've been defending ourselves from the IL-28s, the North Koreans have been improving their air defenses. One of their SAM sites has downed one of our F-14s. The pilot and RIO (radar intercept officer) were able to eject safely, but they are stranded near the North Korean coast. An SAR helicopter is on the way, but the E-2C Hawkeye has noticed a number of bogeys in the area. We suspect they may be MiG-23s. Get out there and give the SH-2 some cover so it can get our guys out of there.

- **Victory** The SH-2 SAR helicopter must pick up the downed crew and survive the mission.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one raft, one E-2C, eight F-14s (CAP 1, 2, 3, Ready 5), one SH-2 (SAR Helo), two F-15s, two F-5s (South Korea)
- **Enemy Forces** Four MiG-21s, eight MiG-23s, one Mi-24 (Helo)
- **Neutral Forces** One MiG-29 (USSR), two Su-27s (PRC)
- **Situation** You and your wingman launch, then fly north to cover the SAR helicopter. The SH-2 is now 150 nautical miles north of you, and the raft with the downed F-14 crew is 175 nautical miles north of you. North Korea sends one Mi-24 helicopter from Nam p'o to fly CAP over the raft at 1,000 feet. Two MiG-23s now northwest of Nam p'o also move south to fly CAP over the raft at 6,000 feet. Four North Korean MiG-23s from Yongbyong fly to Nam p'o, then direct against you in a Wall formation at

8,000 feet. Two North Korean MiG-23s north of Wonsan fly west of Pyongyang, then direct against you at 10,000 feet. The North Koreans fly other CAPs of MiG-21s north of Yongbyong and north of Wonsan. A friendly CAP of two F-15s patrols over Osan, and two South Korean F-5s fly CAP south of Wonsan.

Figure 14-8
Rescue!, Return to the ROK Missions 11 and 12

MISSION 12: RESCUE!: COVER A SEARCH AND RESCUE MISSION

This mission is a duplicate of Mission 11 except for the following:

- A 60 percent chance exists that the two MiG-23s north of Wonsan (and eventually directed against you) appear.
- A 40 percent chance exists that the two MiG-23s north of Wonsan are replaced by two MiG-29s; only one of these two groups will be present.
- Instead of one Mi-24 helicopter flying from Nam p'o to the raft, the North Koreans now send two.

After reading the briefing text below, refer to Mission 11 found earlier in this chapter for a description of the mission.

Briefing: Our B-52 strike was not as successful as we would have liked. Some of their SAM sites are still operational. One of these has downed one of our F-14s. The pilot and RIO were able to eject safely, but they are stranded near the North Korean coast. An SAR helicopter is on the way, but the E-2C Hawkeye has noticed a number of bogeys in the area. We suspect they may be MiG-23s. Get out there and give the SH-2 some cover so it can get our guys out of there.

Missions 13 and 14 (Sub Pens): You fly Mission 13 if you win Missions 9 or 10 (Carpet for Kim Sung Il). You fly Mission 14 if you lose Missions 11 or 12 (Rescue!).

MISSION 13: SUB PENS: ESCORT F/A-18 AIR STRIKE

Briefing:: Good job escorting those B-52s. With the GCI and SAM networks disrupted, we must now try for a run on their sub pens near Nam p'o. You are part of a group covering F/A-18s, who have been deployed to make the run. There should be little or no SAM activity, but they may have beefed up their CAPs to compensate.

- **Victory** Five of the eight F/A-18s must carry out their attacks and survive the mission.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, 10 F-14s (CAP 1, 2, Ready 5, Escort 1, Escort 2), one SH-2 (SAR Helo), eight F/A-18s, two F-15s, two F-5s (South Korea)
- **Enemy Forces** One SSN, 10 MiG-21s, four MiG-23s, four IL-28s, two Ka-27s
- **Neutral Forces** One MiG-29 (USSR), two Su-27s (PRC)
- **Situation** You and your wingman launch, then help escort four F/A-18s attacking a North Korean submarine near their pens at Nam p'o. Two other F-14s help with this escort. Four other F/A-18s attack the sub pens with an escort of two more F-14s. The North Koreans fly four MiG-21s on CAP over Nam p'o at 18,000 feet. They have two Ka-27 helicopters

on CAP northwest of the city at 1,000 feet. Their other CAPs are four MiG-21s near Pyongyang, four MiG-23s at Yongbyong, and two MiG-21s north of Wonsan. Four North Korean IL-28s 50 nautical miles northwest of Nam p'o fly to a point to their south-southwest, then make an attack run against your carrier battle group.

Figure 14-9
Sub Pens, Return to the ROK Missions 13 and 14

MISSION 14: SUB PENS: ESCORT F/A-18 AIR STRIKE

This mission is an exact duplicate of Mission 13, except the briefing text is different. After reading the briefing text below, refer to Mission 13 found earlier in this chapter for a description of the mission.

Briefing: Good job keeping those MiGs from interfering with the SAR effort. Now, some worry exists that the North Koreans may try and attack the task force with submarines. It has been decided, therefore, to make a strategic strike on the sub pens near Nam p'o. You are part of a group covering the F/A-18s who have been ordered to make the run. Our efforts at SAM suppression have not been as successful as we would have liked, so be careful near the coast.

Missions 15 and 16 (Wrong Sub!): You fly Mission 15 if you lose Missions 11 or 12 (Rescue!). You fly Mission 16 if you lose Missions 13 or 14 (Sub Pens).

MISSION 15: WRONG SUB!: ESCORT DAMAGED F-14 HOME

Briefing: The situation has just taken a turn for the worse. One of our subs on picket duty has fired upon a sub that was provocative in its actions. Unfortunately, the sub happens to have been from the Democratic People's Republic of China. Needless to say, they are not too happy about this—and we're not too happy, either. As you were escorting a damaged F-14 and his wingman back to the carrier group—minding your own business—you noticed some Chinese J-7s approaching quickly from behind. The Hawkeye has also reported more air activity near both the Chinese and North Korean coasts. You suddenly find yourself wishing that this one F-14 wasn't damaged.

- **Victory** The damaged F-14 must survive.
- **Time** 12:00
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, 10 F-14s (CAP 1, 2, 3, Ready 5, damaged aircraft and wingman), one SH-2 (SAR Helo), two F-15s, two F-5s (South Korea)
- **Enemy Forces** One SSN, six MiG-21s, four MiG-23s, eight J-7s (PRC)
- **Neutral Forces** One MiG-29 (USSR)
- **Situation** You and your wingman are airborne, west of Nam p'o and 200 nautical miles north of your carrier. You escort the damaged F-14 and his wingman. Four Chinese J-7s behind you at 15,000 feet close on the damaged F-14 at 600 knots. Four more Chinese J-7s take off from Yantai and direct against the damaged F-14. Four North Korean MiG-23s take off from Nam p'o and direct against the damaged F-14. Finally, two North Korean MiG-21s at Yongbyong also direct against the damaged aircraft.

Figure 14-10
Wrong Sub!, Return to the ROK Missions 15 and 16

MISSION 16: WRONG SUB!: ESCORT DAMAGED F-14 HOME

This mission is the exact duplicate of Mission 15 except for one change. The two MiG-21s at Yongbyong vectored toward the damaged F-14 have been replaced by four more Chinese J-7s southeast of Yantai. These aircraft are in a Ladder formation at 1,000 feet. They fly to the position of the submarine first, then direct against you. After reading the briefing below, refer to Mission 15 found earlier in this chapter for a description of the rest of the mission.

Briefing: The failure of the mission against the sub pens has made our people jumpier than ever. One of our subs on picket duty has fired upon a sub that was provocative in its actions. Unfortunately, it happens to have been from the Democratic People's Republic of China. Needless to say, they aren't too happy about this. As you were escorting a damaged F-14 and his wingman back to the carrier group, you noticed some Chinese J-7s approaching quickly from behind. The E-2C Hawkeye has also reported more air activity near both the Chinese and North Korean coasts. You realize that this probably isn't going to be a diplomatic mission.

Missions 17 and 18 (Ding Dong! Yongbyong): You fly Mission 17 if you win Missions 13 or 14 (Sub Pens). You fly Mission 18 is you lose Missions 15 or 16 (Wrong Sub!).

MISSION 17: DING DONG! YONGBYONG: ESCORT A-6E AIR STRIKE

Briefing: Since the strike against the sub pens was successful, it has been decided to try another one. This time, A-6Es plan to attack the nuclear radiochemical laboratory at Yongbyong. Your job is to make sure they get there safely. Things may be a little tougher this time, however. Chinese fighters may become a factor. It seems that one of our subs mistakenly fired on one of theirs, and they aren't too happy about it. Diplomatic talks with China have begun in an attempt to smooth things out, but they aren't going too well right now. So be extra careful out there.

- **Victory** Four of our six A-6Es must carry out their attacks and survive the mission.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, eight F-14s (CAP 1, 2, 3, Ready 5), one SH-2 (SAR Helo), six A-6Es, four F/A-18s, two F-15s, two F-5s (South Korea)
- **Enemy Forces** Four MiG-21s, six MiG-23s, Six J-8s (PRC), two Su-27s (PRC)
- **Neutral Forces** One MiG-29 (USSR)
- **Situation** You and your wingman launch and help escort six A-6Es conducting an air strike near Yongbyong. The strike attacks the nuclear plant there. Four F/A-18s cover the A-6Es. The North Koreans fly two MiG-21s on CAP north of Yongbyong at 18,000 feet. They also have two MiG-23s on CAP over Nam p'o at 26,000 feet. Four MiG-23s at Yongbyong take off and vector against the A-6Es. When they get close, they assume a Wall formation. Two Chinese Su-27s at Dalian also vector against the A-6Es in a Box formation. Four Chinese J-8s 150 nautical miles north of your carrier fly to a point 60 nautical miles northwest of the fleet, then turn for Dalian. Two Chinese J-8s at Liuting fly to a point 60 nautical miles west of the F-14s on CAP west of the carrier, then fly to Baitabu. The North Koreans also have two MiG-21s on CAP north of Wonsan. There are two F-15s on CAP over Osan and two South Korean F-5s on CAP east of Seoul.

Figure 14-11
Ding Dong! Yongbyong, Return to the ROK Missions 17 and 18

MISSION 18: DING DONG! YONGBYONG: ESCORT A-6E AIR STRIKE

This mission is a duplicate of Mission 17, except the two MiG-21s on CAP north of Yongbyong have been replaced by two MiG-23s. After reading the briefing text below, refer to Mission 17 found earlier in this chapter for a description of the mission.

Briefing: Good job getting that F-14 back. Since the Chinese have gotten involved, the situation has become more difficult. Diplomatic talks have started with China to smooth things out, but they aren't going very well right now. A strike group of A-6Es has been deployed against the nuclear radiochemical laboratory at Yongbyong. Remember to watch out for bogeys coming from China as well as from Korea.

Missions 19 and 20 (Poke in the Eye): You fly Mission 19 if you lose Missions 15 or 16 (Wrong Sub!). You fly Mission 20 if you lose Missions 17 or 18 (Ding Dong! Yongbyong).

MISSION 19: POKE IN THE EYE: DEFEND THE FLEET'S E-2C HAWKEYE

Briefing: Wish you had done better bringing that F-14 back home, because it looks like we could have used it. With the Chinese in the game, the North Koreans have gone on the offensive. Unknown numbers of An-2 Colts have secretly dropped saboteurs across the border during the night. The Osan and Kunsan air bases have suffered major saboteur damage. Many MiG-23s have struck Seoul. A flotilla appears to be massing off the coast of China, its intentions unknown. A number of aircraft have been detected heading toward the carrier. We suspect they may try to take out the E-2C Hawkeye. This must be prevented at all costs. We can't afford to go blind now.

- **Victory** The E-2C Hawkeye must survive.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, six F-14s (CAP 1,3, Ready 5), one SH-2 (SAR Helo), two F-16s (South Korea), two F-5s (South Korea)
- **Enemy Forces** Four PTMs (PRC), seven An-2s, six MiG-21s, 10 MiG-23s, eight J-7s (PRC)
- **Neutral Forces** One MiG-29 (USSR)
- **Situation** You and your wingman fly CAP northeast of your carrier. Eight Chinese J-7s in two Ladder formations at 19,000 feet, 150 nautical miles north of the carrier direct against the E-2C. Four MiG-23s from Pyongyang fly to Seoul over the saboteurs there, then direct against the E-2C. Two other MiG-23s at Pyongyang vector directly against the E-2C. Four Chinese patrol boats 30 nautical miles south of Liuting demonstrate to the northeast, then retire back to the southwest. Two MiG-23s east of Pyongyang fly south to bomb ground targets near Seoul, covered by two other MiG-23s. Two MiG-21s at Wonsan fly south to attack the two South Korean F-5s east of Seoul. The seven An-2s over Seoul fly back to Pyongyang and land. Two South Korean F-16s fly from Kwang Ju to Seoul and establish a CAP there.

MISSION 20: POKE IN THE EYE: DEFEND THE FLEET'S E-2C HAWKEYE

This mission is an exact duplicate of Mission 19 except that four South Korean F-16s, rather than two, fly from Kwang Ju to establish a CAP over Seoul. After reading the briefing text below, refer to Mission 19 found earlier in this chapter for a description of the mission.

Figure 14-12
Poke in the Eye, Return to the ROK Missions 19 and 20

Briefing: The North Koreans don't seem to appreciate our attempt to blow up that nuclear plant, though things might have been different if the mission had gone better. With the Chinese in the game, the North Koreans have increased their offensive effort. Unknown numbers of An-2 Colts have secretly dropped saboteurs across the border during the night. The Osan and Kunsan air bases have suffered major saboteur damage. Many MiG-23s have struck Seoul. A flotilla appears to be massing off the coast of China, its intentions unknown. A number of aircraft have been detected heading towards the carrier. We suspect they may try to take out the E-2C Hawkeye. This must be prevented at all costs. We can't afford to go blind now.

Missions 21 and 22 (Insurance): You fly Mission 21 if you win Missions 17 or 18 (Ding Dong! Yongbyong). You fly Mission 22 if you win Missions 19 or 20 (Poke in the Eye). If you win Mission 21 or 22, you win the campaign.

MISSION 21: INSURANCE: CONDUCT AN AIR SUPERIORITY SWEEP

Briefing: Congratulations! Following the success of our raid on the nuclear plant, North Korea has begun to talk about treaties. To ensure they are serious about the negotiations, we have

decided to get a little insurance. You have been ordered to lead a pre-strike sweep toward Pyongyang. Splash any North Korean aircraft you encounter. Losses for our side must be kept light. Otherwise, it may seem more like a battle of attrition than a demonstration of our superior position.

- **Victory** Three out of five of the F-14s accompanying you on the sweep (counting your wingman) must survive; all 16 North Korean fighters on CAPs must be shot down.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, six F-14s (Ready 5, Sweep), four F/A-18s (CAP 1, 2), one SH-2 (SAR Helo), two F-15s, two F-5s (South Korea)
- **Enemy Forces** Six MiG-21s, four MiG-29s, two MiG-23s, four MiG-15s
- **Neutral Forces** One MiG-29 (USSR)
- **Situation** You and your wingman launch with four other F-14s and conduct an air superiority sweep across North Korea from Wonsan to Pyongyang. The North Koreans have five groups of fighters on CAP at the following locations: six MiG-21s at 20,000 feet over Yongbyong, two MiG-29s at 24,500 feet northeast of Yongbyong, two MiG-29s at 19,500 feet northwest of Wonsan, four MiG-15s at 19,500 feet north of Wonsan, and two MiG-23s at 19,000 feet east of Yongbyong.

Figure 14-13
Insurance, Return to the ROK Missions 21 and 22

MISSION 22: INSURANCE: CONDUCT AN AIR SUPERIORITY SWEEP

This mission is a duplicate of Mission 21, except only four MiG-21s, rather than six, are on CAP at Yongbyong, and 14 North Korean fighters, rather than 16, must be shot down. After reading the briefing text below, refer to Mission 21 found earlier in this chapter for a description of the mission.

Briefing: Congratulations. You successfully protected the E-2C Hawkeye. It appears the North Koreans put most of their resources into that offensive. With the Hawkeye's help, the flights of An-2s have been taken care of. The North Koreans have begun to talk about treaties. To ensure they are serious about negotiations, we plan to get a little insurance. You have been ordered to lead a pre-strike sweep towards Pyongyang. Splash any North Korean aircraft you encounter. This will further reduce their offensive capabilities. Losses for our side must be kept light. Otherwise it will seem more like a battle of attrition than a demonstration of our superior position.

Missions 23 and 24 (Full Round Up): You fly Mission 23 if you lose Missions 19 or 20 (Poke in the Eye). You fly Mission 24 if you lose Missions 21 or 22 (Insurance).

MISSION 23: FULL ROUND UP: ESCORT AIR STRIKE AND DEFEND CARRIER AGAINST AIR STRIKE

Briefing: With the E-2C Hawkeye out of the way, our enemies have become even more brave. The Chinese have launched a full-scale raid. A battle group has been detected heading towards the carrier from the west, as well as multiple air contacts. We have also detected signals from the north. (Remember, the Chinese have SU-27s–some of the signals could be them). To counter the threat from the battle group, we have launched A-6Es and F/A-18s. These aircraft must get to their targets, and we cannot allow the carrier to be attacked either. Some cover has been supplied to the strike group, and you have been ordered to fly CAP.

- **Victory** Six of the 10 A-6E and F/A-18 strike aircraft must complete their mission and return to the carrier.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, six F-14s (CAP 1, 2, Ready 5, Escort), one SH-2 (SAR Helo), six F/A-18s, four A-6Es, eight F-16s (South Korea)
- **Enemy Forces** Eight PTMs (PRC), four MiG-29s, four MiG-23s, eight Su-27s (PRC), six B-7s (PRC), four J-7s (PRC)
- **Neutral Forces** None
- **Situation** You and your wingman fly CAP southwest of the *Eisenhower*. Eight Chinese patrol boats are northeast of Baitabu in two groups of four. Four A-6Es attack the first group, while six F/A-18s attack the second group. Two F-14s accompany the strike to provide cover. Only one F-14 stands by as the Ready 5. Four Chinese Su-27s southwest of Dalian fly to a point west of Yantai, then vector against the A-6Es. Four more Su-27s at Baitabu vector against the F/A-18s. Six Chinese B-7s fly from Baitabu to the carrier battle group to attack the *Eisenhower*, covered by four J-7s. Four North Korean MiG-23s from Yongbyong fly west-northwest of Nam p'o and then attempt to bomb the carrier, covered by four MiG-29s.

MISSION 24: FULL ROUND UP: ESCORT AIR STRIKE AND DEFEND CARRIER AGAINST AIR STRIKE

This mission is a duplicate of Mission 23, except the four MiG-29s at Yongbyong flying cover for the MiG-23 strike against the carrier are replaced by four MiG-23s. After reading the briefing for the mission, refer to Mission 23 found earlier in this chapter and Figure 14-4 for a description of the rest of the mission.

Briefing: Since some of the MiGs escaped, it appears the Koreans have asked the Chinese for more help. The Chinese have launched a full-scale raid. A battle group has been detected heading toward the carrier from the west, as well as multiple air contacts. We have also detected signals from the north, probably from some of the surviving MiGs. To counter the threat from the battle group, we have launched A-6Es and F/A-18s. These aircraft must

Figure 14-14
Full Round Up, Return to the ROK Missions 23 and 24

get to their targets, but we can't allow the carrier to be attacked either. Remember, the Chinese have SU-27s, so be careful. Some cover has been supplied to the strike group. You have been ordered to fly CAP.

Missions 25 and 26 (Vampire): You fly Mission 25 if you win Missions 23 or 24 (Full Round Up). You fly Mission 26 if you lose Missions 23 or 24 (Full Round Up). If you win Mission 25 or 26, you win the campaign.

MISSION 25: VAMPIRE: DEFEND FLEET AGAINST CRUISE MISSILE ATTACK

Briefing: Well done. Following the success of that air strike, the diplomatic talks with China have resulted in a successful resolution. Unfortunately, before the word could be passed along, a number of Silkworm missiles were launched from China. These must be stopped.

- **Victory** All 18 Silkworm missiles must be destroyed or miss their targets.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, six F-14s (CAP 1, 2, Ready 5), one SH-2 (SAR Helo), two F-15s, two F-5s (South Korea)

- **Enemy Forces** Four MiG-21s, eighteen Silkworm missiles
- **Neutral Forces** One MiG-29 (USSR)
- **Situation** You and your wingman fly CAP southwest of the carrier battle group. Eighteen Chinese Silkworm missiles have been launched from Baitabu and are heading toward the *Eisenhower*. The North Koreans have two MiG-21s on CAP north of both Yongbyong and Wonsan. Two friendly F-15s are on CAP over Osan, and two South Korean F-5s are on CAP east of Seoul.

MISSION 26: VAMPIRE: DEFEND FLEET AGAINST CRUISE MISSILE ATTACK

This mission is an exact duplicate of Mission 25 except for the different briefing text. After reading the briefing text below, refer to Mission 25 found earlier in this chapter for a description of the mission.

Briefing: Despite the failure of the strike mission, diplomatic talks with China have resulted in a successful resolution. Before word of this could be passed along, however, a number of Silkworm missiles were launched from China. Your mission is to fly the closest CAP as our first line of defense. Take out as many as you can.

Figure 14-15
Vampire, Return to the ROK Missions 25 and 26

PUSH 'EM BACK 15

The Push 'Em Back Campaign places your carrier group off the Korean peninsula with the North Koreans on the verge of invading the South. The USS *Eisenhower* and its air group support the South Korean Air Force in a manner similar to the Return to the ROK Campaign.

The majority of the aircraft on the North Korean side are still the outmoded MiG-21s and MiG-23s, with more MiG-29s than in the previous campaign. The Chinese take a more active role in this campaign. You encounter their advanced Su-27s during several missions.

The South Korean Air Force makes very little impact on the campaign. They use their few F-5s and F-4s on CAPs south of the border. Their F-16s take an active role in a few missions. United States Air Force F-15s also act mainly as CAPs and are rarely drawn into the action.

You fly the typical escort and defense missions with a few twists. The possibility exists that you may escort B-52s and transports dropping airborne troops. You are called upon to make several air superiority sweeps to clear the skies of enemy fighters, as

well as to ward off neutrals that encroach on friendly air activities. In several of these missions ,you must check the temptation to shoot at the neutrals.

SITUATION AND MISSIONS

The general situation in this theater is shown in Figure 14-1 and described in Table 14-1, both found in the previous chapter. The placement of airports and ground targets remains the same as it did the Return to the ROK Campaign described in Chapter 14.

The Push 'Em Back Mission Tree is shown in Figure 15-1. An explanation of how to read this tree appears at the start of Chapter 5. However, the campaigns in India and Korea follow a different flow than the campaigns in the Mediterranean and the North Cape.

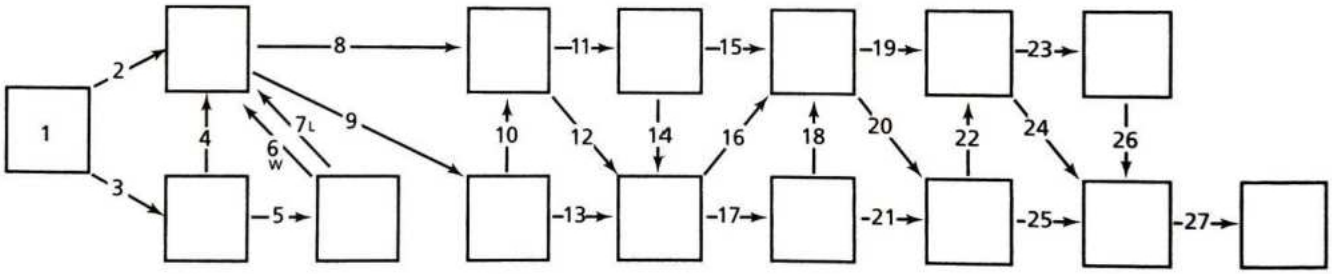


Figure 15-1 Push Em' Back Mission Tree

Mission #	Name
1	Night Round-Up
2,4,6 and 7	MiG CAP
3	Night Stampede Photos
5	Mudoung SAR
8 and 10	Sub Dippin'
9	Bulgogi Beagles
11	Kimshee Pot Warmers
12, 13, and 14	Learned Lessons, Push 'Em Back Missions
15, 16 and 18	Huang Ten
17	Buff a Load
19 and 22	Bears and Chinese Inteceptors
20 and 21	Death from the Sky
23	Yalu Yahoo
24, 25, and 26	Trollin' for Trouble
27	Is the Big One Near?

Note that there are 27 missions in this campaign, though no more than 15 are played in any one continuous campaign. Winning any one of Missions 23 (Yalu Yahoo) or 24, 25, or 26 (Trollin' for Trouble) completes the campaign. Winning or losing Mission 27 (Is the Big One Near?) also completes the campaign. The individual missions of this campaign are described in the remainder of this chapter. For each mission, an accompanying situation map showing the starting location of the forces on each side is provided. Weather and time are random for all missions unless otherwise noted.

MISSION 1: NIGHT ROUND-UP: INTERCEPT INFILTRATING AIRCRAFT CARRYING SABOTAGE TEAMS

Briefing: The North Koreans have begun their invasion of the South. The massive wave attack has not yet started, because they are preparing their avenues of attack with well-placed sabotage attacks to disrupt communications and to create confusion. Your job is to locate and destroy the slow-moving, low-flying, An-2 Colts. This slows the initial thrust of the Korean attack.

- **Victory** Shoot down 18 of the 24 An-2 transports.
- **Time** 23:04
- **Weather** Overcast
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, eight F-14s (CAP 1, 2, 3, Ready 5), two F-15s, one SH-2 (SAR Helo)
- **Enemy Forces** Four MiG-21s, 18 An-2s
- **Neutral Forces** One MiG-29 (USSR), two SU-27s (PRC)
- **Situation** You and your wingman are airborne off the coast of the peninsula, near the border between the two Koreas. Four groups of North Korean An-22s fly south carrying sabotage teams. The An-2s all fly at an altitude of around 4,000 feet and at a speed of approximately 100 knots. The closest six are near Wonsan, flying toward a point 25 nautical miles to their south-southeast, where their paratroopers then drop. The other An-2s are west of the first group, headed for the vicinity of Seoul. The North Koreans patrol with two MiG-21s on CAP north of Pyongyang and two north of Wonsan. Two of our F-15s are on CAP over Osan, and two South Korean F-5s are on CAP south of Wonsan. The Soviets have a MiG-29 on CAP at Nakihuda, and the Chinese have two Su-27s at Dalian.

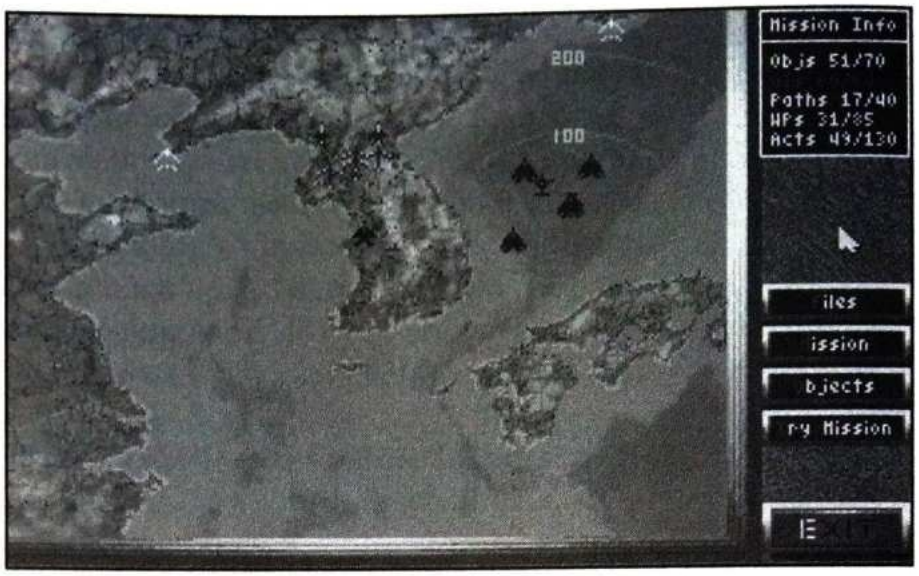


Figure 15-2
Night Round-Up, Push 'Em Back Mission 1

Missions 2, 4, 6, and 7 (MiG CAP): You fly Mission 2 if you win Mission 1 (Night Round-Up). You fly Mission 4 if you win Mission 3 (Night Stampede Photos). You fly Mission 6 if you win Mission 5 (Mudoung SAR). You fly Mission 7 if you lose Mission 5 (Mudoung SAR).

MISSION 2: MiG CAP: DEFEND AGAINST AIR ATTACK

Briefing: Congratulations. Because of your efforts, the initial surge has been slowed, and the South Korean defenses are better prepared for the night An-2 insertion flights. Tensions run high along the demilitarized zone (DMZ), and air activity is high in the South but non-existent in the North. Diplomatic discussions are on hold, and the North is acting as if nothing really happened. The entire day continues without any activity from the North. The following day dawns a typical Korean morning: calm and heavily laden with fog. At approximately 0930, several flights of MiG-23s are detected heading south. Your job is to intercept these aircraft which possess a chemical weapon delivery capability.

- **Victory** All twelve MiG-23s on bombing attacks must be destroyed.
- **Time** 09:30
- **Weather** Stormy

- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, six F-14s (CAP 1, 3, Ready 5), one SH-2 (SAR Helo), four F-15s, two F-16s (South Korean), two F-5s (South Korean)
- **Enemy Forces** Four MiG-21s, 18 MiG-23s
- **Neutral Forces** One MiG-29 (USSR), two Su-27s (PRC)
- **Situation** You and your wingman fly CAP 100 nautical miles northwest of your carrier on the eastern side of the Korean peninsula. Six North Korean MiG-23s west of Wonsan fly to Seoul to bomb targets there. These aircraft are covered by four other MiG-23s equipped as fighters. Six additional North Korean MiG-23s from Yongbyong also fly to Seoul to make bombing attacks. These aircraft are covered by two MiG-23s. Two friendly F-15s patrol on CAP at Osan ,and two F-5s are on CAP south of Wonsan. Two South Korean F-16s fly CAP northwest of Kwang Ju. The North Koreans have two MiG-21s on CAP north of Yongbyong and two north of Wonsan.

Figure 15-3
MiG CAP,
Push 'Em Back
Missions 2, 4, 6, and 7

MISSION 4: MiG CAP: DEFEND AGAINST AIR ATTACK

This mission is a duplicate of Mission 2 except for the following:

- No F-15s fly CAP over Osan.
- Three MiG-23s provide cover for the attacking force from Wonsan and three for the force coming from Yongbyong.

- There are four F-16s near Kwang Ju, not two, and these aircraft direct against the group of MiG-23 bombers taking off from Yongbyong

After you read the briefing text, refer to the Mission 2 description, above.

Briefing: The information we got from the TARPs was very useful. It showed us that the damage from the An-2 Colt raids is worse then we thought. Tensions run high along the DMZ, but air activity is very low in the North. Diplomatic discussions are on hold, and the North is acting as if nothing really happened. The entire day continues without any activity from the North. The following day begins as a typical Korean morning: calm and heavily laden with fog. At approximately 0930, several flights of MiG-23s are detected heading south. F-16s vector up from near Kwang Ju, but they may not be enough. Your job is to intercept the MiG-23 bombers, which have a chemical weapon delivery capability.

MISSION 6: MiG CAP: DEFEND AGAINST AIR ATTACK

This mission is a duplicate of Mission 2 except for the following:

- Four F-5s fly CAP east of Seoul, not two.
- North Korean forces at Yongbyong and Wonsan now consist of six MiG-23s each—four that bomb and two that provide cover.
- To win the mission, all eight of the MiG-23s equipped for bombing must be destroyed.
- There are four F-16s near Kwang Ju, not two, and these aircraft are directed against the group of MiG-23 bombers taking off from Yongbyong.

After you read the briefing text, refer to the Mission 2 description, above.

Briefing: You certainly showed the North Koreans not to push their luck. We didn't expect much trouble that far south. Tensions remain high along the DMZ, but air activity is very low in the North, per-

haps due to their recent losses. Diplomatic discussions are on hold, and the North is acting as if nothing really happened. The entire day continues without any activity from the North. The following day dawns a typical Korean morning: calm and heavily laden with fog. At approximately 0930, several flights of MiG-23s are detected heading south. F-16s vector up from near Kwang Ju, but they may not be enough. Your job is to intercept the MiG-23 bombers, which have a chemical weapon delivery capability.

MISSION 7: MiG CAP: DEFEND AGAINST AIR ATTACK

This mission is a duplicate of Mission 2, except there are four F-16s near Kwang Ju, not two, and these aircraft are directed against the group of MiG-23 bombers taking off from Yongbyong. After you read the briefing text, refer to the Mission 2 description above.

Briefing: It's hard to believe the North Koreans could disrupt an SAR mission that far south. Things must be much worse than we realized. Tensions run high along the DMZ, but air activity is very low in the North. Diplomatic discussions are on hold, and the North is acting as if nothing really happened. The entire day continues without any activity from the North. The following day dawns a typical Korean morning: calm and heavily laden with fog. At approximately 0930, several flights of MiG-23s are detected heading south. F-16s vector up from near Kwang Ju, but they may not be enough. Your job is to intercept the MiG-23 bombers, which have a chemical weapon delivery capability.

Mission 3 (Night Stampede Photos): You fly Mission 3 if you lose Mission 1 (Night Round-Up).

MISSION 3: NIGHT STAMPEDE PHOTOS: ESCORT RECONNAISSANCE AIRCRAFT

Briefing: Your failure to stop those An-2 Colts, plus the loss of some of our aircraft to terra firma, has caused us to re-evaluate our nighttime capabilities. This mission should be easier, because the sun

has started to rise. Your mission is to escort a TARPS-equipped aircraft on a mission to evaluate the damage and movements of the North Korean forces.

- **Victory** The TARPS-equipped F-14 (F-14T) must complete its mission and survive.
- **Time** 06:11
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, nine F-14s (CAP 1, 2, 3, Ready 5, TARPS), one SH-2 (SAR Helo), two F-5s (South Korea)
- **Enemy Forces** Four MiG-21s, four MiG-23s, four MiG-17s
- **Neutral Forces** One MiG-29 (USSR), two Su-27s (PRC)
- **Situation** You and your wingman launch, then escort another F-14 that carries TARPS intelligence-gathering equipment. The F-14T makes a pass down the length of the border between North and South Korea, then returns to the carrier. During this mission, the most likely interference comes from four MiG-23s on CAP west of Wonsan at 22,550 feet and four MiG-17s on CAP at Nam p'o at 21,500 feet. Other North Korean CAPs include two MiG-21s north of Yongbyong and two MiG-21s north of Wonsan.

Figure 15-4
Night Stampede Photos, Push 'Em Back Mission 3

Mission 5 (Mudoung SAR): You fly Mission 5 if you lose Mission 3 (Night Stampede Photos).

MISSION 5: MUDOUNG SAR: ESCORT SEARCH AND RESCUE MISSION

Briefing: Unfortunately, because the TARPS didn't complete its mission, we are unsure how the situation along the DMZ is going. Right now, though, our attention is focused on a different location. Northeast of the South Korean base at Kwang Ju is a very large mountain, Mudoung. The students of the university near there have long protested against the South's government and are potential sympathizers with the North. Some sabotage has been carried out at this major resupply base, and one of our downed air crews is being recovered here. Your job is to escort the helicopter to the crash site and cover its return home. We don't expect too much trouble this far south.

- **Victory** The SH-2 helicopter must complete its rescue mission and return safely.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, six F-14s (CAP 1, 2, 3,), one SH-2 (SAR Helo), two F-15s, two F-5s (South Korean)
- **Enemy Forces** Four MiG-21s, four IL-28s, fifteen MiG-23s, one MiG-29
- **Neutral Forces** One MiG-29 (USSR), two Su-27s (PRC)
- **Situation** You and your wingman launch, then escort the SH-2 helicopter flying south to pick up the downed air crew. To everyone's surprise on your side of the DMZ, a large North Korean air group has worked its way south down the coast. Six MiG-23s are now due east of Seoul at an altitude of 20,000 feet and soon sweep inland. Six more MiG-23s fly along the coast 50 nautical miles east of Taegu. They move to the crash site in Box formation at 10,000 feet. Three other MiG-23s also near Taegu fly to the crash site in Box formation at 20,000 feet. Four IL-28s accompany these last two groups of MiG-23s. They fly to Kwang Ju to bomb Hawk batteries. One MiG-29 covers the group of three MiG-23s. Two F-14s, now on CAP southwest of the carrier, first fly to Kwang Ju, then on to the crash site.

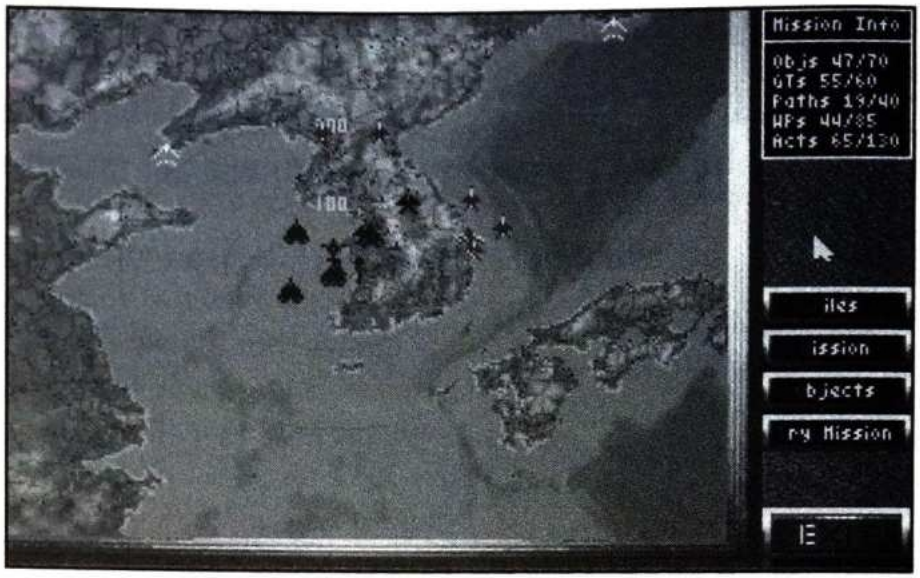


Figure 15-5
Mudoung SAR, Push 'Em Back Mission 5

Missions 8 and 10 (Sub Dippin'): You fly Mission 8 if you win Missions 2, 4, 6, or 7 (MiG CAP). You fly Mission 10 if you win Mission 9 (Bulgogi Beagles).

MISSION 8: SUB DIPPIN': GUARD ANTI-SUBMARINE WARFARE (ASW) PATROL

Briefing: Stopping the MiGs must have annoyed the North Koreans. There has been an increase in patrol boat and submarine activity recently. We have increased P-3 and helicopter sub-hunting patrols, and one of them must have gotten close. Suddenly, some North Korean boats appeared and attacked a SH-60 helicopter. The E-2C Hawkeye has also noticed a number of MiGs heading our way. The P-3s have been vectored away from the action to keep them safe. An explosion suddenly rocks one of our frigates. It can mean only thing—SUB! Your mission is to provide CAP for the P-3s so they can locate and destroy the sub before it sinks one of our ships.

- **Victory** Both P-3 Vikings must carry out their anti-submarine attack and survive the mission.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, one FFG, six F-14s (CAP 1, 3, Ready 5), one SH-2 (SAR Helo), one SH-60 (Helo), two P-3s, two F-15s, two F-5s (South Korean)
- **Enemy Forces** One SSN, two FFs, ten MiG-21s, two MiG-29s, six MiG-23s
- **Neutral Forces** One MiG-29 (USSR)
- **Situation** You and your wingman are airborne and on CAP northwest of your carrier. You are directed to cover two P-3s that leave to hunt for a submarine. The North Korean submarine is eight nautical miles to the west of a single frigate. It approaches the frigate, attacks, and attempts to withdraw to the southwest. A single SH-60 helicopter flies CAP near two North Korean frigates to the west of the carrier. Two North Korean MiG-21s fly in a Wall formation at 10,000 northwest of their frigates. They fly past the frigates and on to a position near the submarine. Four other MiG-21s north-northwest of our carrier vector against the P-3s. Four MiG-23s at Nam p'o also direct against the P-3s. There is a 70 percent chance of two MiG-23s appearing west-northwest of Nam p'o and directing against the P-3s in a Box formation at 10,000 feet; there is 30 percent chance of two MiG-29s appearing instead of the MiG-23s.

Figure 15-6
Sub Dippin', Push 'Em Back Missions 8 and 10

MISSION 10: SUB DIPPIN': GUARD ANTI-SUBMARINE WARFARE (ASW) PATROL

This mission is a duplicate of Mission 8 except for the following:

- No friendly F-15s fly CAP over Osan.
- The North Koreans have three MiG-21s northwest of their frigates, not two.
- The North Koreans have two MiG-21s north-northwest of our carrier, not four.
- If MiG-23s appear west-northwest of Nam p'o, there are three of them, not two.

After reading the briefing text below, refer to Mission 8 found earlier in this chapter for a description of the mission.

Briefing: Good job stopping those Beagles. Since we were able to recover from the chemical attacks faster than the North expected, it looks like they have decided to switch tactics. There has been a recent increase in patrol boat and submarine activity. We have increased P-3 and helicopter sub-hunting patrols, and one of them must have gotten close. Suddenly, some North Korean boats appeared and attacked an SH-60. The E-2C Hawkeye also noticed a number of MiGs heading our way. The P-3s have been vectored away from the action to keep them safe. An explosion suddenly rocks one of our frigates. It can mean only thing—SUB! Your mission is to provide CAP for the P-3 so they can locate and destroy the sub before it sinks one of our ships.

Missions 9 (Bulgogi Beagles): You fly Mission 9 if you lose Missions 2, 4, 6, or 7 (MiG CAP).

MISSION 9: BULGOGI BEAGLES: DEFEND AGAINST AIR ATTACK

Briefing: The success of the MiG-23 attacks has left many people adversely affected by chemical agents. Air power from the Korean bases is limited for a day or so until the agents have been cleaned up and dissipated into the ground. IL-28 Beagles plan to take advan-

tage of this time to strategically strike important southern targets. Your force must stop them. Our SAMs are limited, and the Patriot systems are only partially deployed. Three are nearly ready in Pusan. The rest are caught on the cratered highways between Kunsan and Taegu.

- **Victory** Eight of the IL-28s that cross the border must be shot down.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, six F-14s (CAP 1, 3, Ready 5), one SH-2 (SAR Helo), two F-15s, two F-5s (South Korean)
- **Enemy Forces** Six MiG-21s, one MiG-23, nine IL-28s
- **Neutral Forces** One MiG-29 (USSR), two Su-27s (PRC)
- **Situation** You and your wingman are airborne on CAP northwest of your carrier. Seven North Korean IL-28s fly in two groups near Wonsan, covered by one MiG-23. These aircraft cross the border and bomb east of Seoul. Two other IL-28s patrol east of Yongbyong with two MiG-21s as cover. These aircraft attack near Osan. The North Koreans fly other CAPs of MiG-21s north of Yongbyong and north of Wonsan. A friendly CAP of two F-15s flies over Osan, and two South Korean F-5s are south of Wonsan on CAP.

Figure 15-7
Bulgogi Beagles, Push 'Em Back Mission 9

Mission 11 (Kimshee Pot Warmers): You fly Mission 11 if you win Missions 8 or 10 (Sub Dippin').

MISSION 11: KIMSHEE POT WARMERS: ESCORT A-6E AIR STRIKE

Briefing: Because we were able to stop the submarine, we can now go on the offensive. North Korean troops are massed above the DMZ for their two-pronged attack, one side down the Chorwan Valley and the other a flanking maneuver down the eastern side of the peninsula. F-15 and F-16 aircraft are flying interdiction missions to the west. Your job is to escort a strike mission along the eastern coast and along the eastern half of the DMZ.

- **Victory** All four of the A-6Es must carry out their attacks and survive the mission.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, eight F-14s (CAP 1, 2, 3, Ready 5), one SH-2 (SAR Helo), four A-6Es, eight F-15s, two F-5s (South Korean), four F-16s (South Korean)
- **Enemy Forces** Six MiG-21s, four MiG-23s, two MiG-29s, four MiG-19s
- **Neutral Forces** One MiG-29 (USSR), two Su-27s (PRC)
- **Situation** You and your wingman launch, then escort four A-6Es that attack the airport and SAM batteries near Wonsan. At the same time, six F-15s attack a SAM battery at Nam p'o with four F-16s for cover. The North Koreans have four MiG-21s on CAP 30 nautical miles north-northwest of Wonsan at 19,000 feet. Four North Korean MiG-23s northwest of Wonsan vector against the A-6Es. These MiGs fly in a Ladder formation at 10,000 feet at 500 knots. They also employ two MiG-29s northeast of Yongbyong that vector against the A-6Es. The MiG-29s are also in Ladder formation at 10,000 feet, flying at 500 knots. Four other North Korean MiG-19s now flying east-northeast of Wonsan at 10,000 feet may also be a factor.

Missions 12, 13, and 14 (Learned Lessons): You fly Mission 12 if you lose Missions 8 or 10 (Sub Dippin'). You fly Mission 13 if you lose Mission 9 (Bulgogi Beagles). You fly Mission 14 if you lose Mission 11 (Kimshee Pot Warmers).

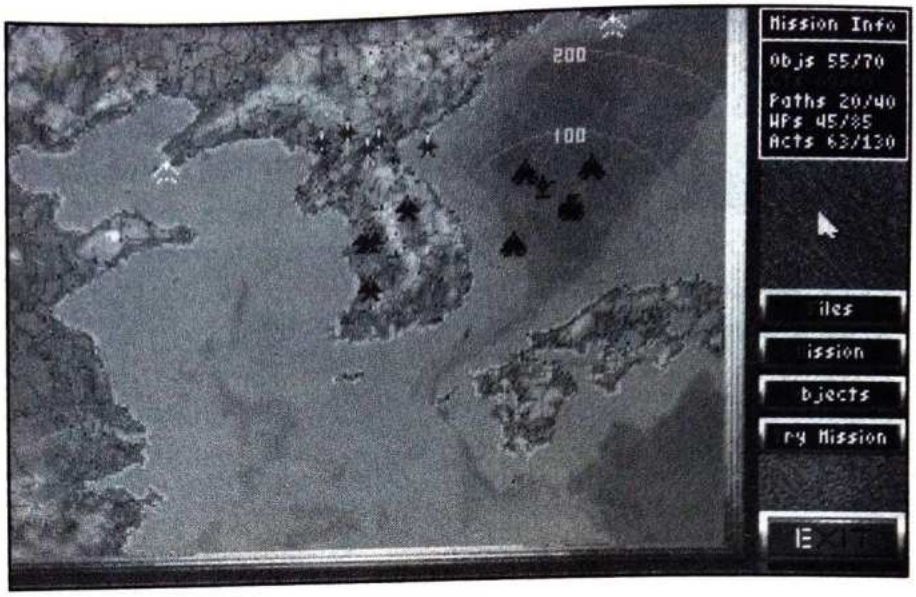


Figure 15-8
Kimshee Pot Warmers, Push 'Em Back Mission 11

MISSION 12: LEARNED LESSONS: ESCORT F/A-18 AIR STRIKE

Briefing: The success of the amphibious landings at Inchon in the '50s has not been forgotten by the North Koreans. Since we were distracted by our unsuccessful attempts to deal with the submarine, the North has gotten the jump on us. It looks like they are trying to land at Inchon and Kangmung in the East. Your job is to lead a carrier air strike force against the landings and sweep for MiGs, both bombers and fighters. Be prepared for their new MiG-29s.

- **Victory** All four of the F/A-18s must make their attacks and survive the mission; seven of the nine North Korean MiG-29s and MiG-23s near the F/A-18 strike must be destroyed.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, eight F-14s (CAP 1, 2, 3, Ready 5), four F/A-18s, one SH-2 (SAR Helo), two F-15s, four F-16s (South Korean)
- **Enemy Forces** Six LSTs, eight MiG-21s, three MiG-23s, six MiG-29s
- **Neutral Forces** One MiG-29 (USSR), two Su-27s (PRC)
- **Situation** You and your wingman launch, then escort four F/A-18s that attack North Korean LSTs attempting to land an amphibious force on the east coast of South Korea. At the same time, four South Korean F-16s from Taejon attack two North Korean LSTs attempting to land a smaller

force at Inchon. The North Koreans fly four MiG-29s on CAP south of Wonsan near the landing site, at 20,000. Three North Korean MiG-23s now 60 nautical miles northwest of Wonsan move in and attack the landing site while being covered by two MiG-29s.

Figure 15-9
Learned Lessons, Push 'Em Back Missions 12, 13, and 14

MISSION 13: LEARNED LESSONS: ESCORT F/A-18 AIR STRIKE

This mission is a duplicate of Mission 12 except for the following:

- No F-15s fly CAP over Osan.
- The North Koreans only fly two MiG-29s on CAP south of Wonsan, not four.
- Four MiG-23s make air strikes around the east coast landing zone, not three.
- Six of eight MiG-29s and MiG-23s must be destroyed to win the mission.

After reading the briefing below, refer to Mission 12 found earlier in this chapter for a description of the rest of the mission.

Briefing: The success of the amphibious landings at Inchon in the 150s has not been forgotten by the North Koreans. With our forces disrupted by the IL-28 attacks, they intend to reverse history at Inchon and Kangmung in the east. Your job is to lead a carrier air strike force against the landings and sweep for MiGs- both bombers and fighters. Be prepared for their new MiG-29s.

MISSION 14: LEARNED LESSONS: ESCORT F/A-18 AIR STRIKE

This mission is a duplicate of Mission 12 except for the following

- The North Koreans have two MiG-23s on CAP north of Wonsan, not six MiG-21s.
- The North Koreans have two MiG-29s flying CAP south of Wonsan, not four.
- Four MiG-23s make air strikes around the east coast landing zone, not three.
- Six of eight MiG-29s and MiG-23s must be destroyed to win the mission

After reading the briefing below, refer to Mission 12 found earlier in this chapter for a description of the rest of the mission.

Briefing: The strike missions didn't do as much damage as we hoped they would. The North Korean forces were not deterred by our efforts. The success of the amphibious landings at Inchon in the '50s has not been forgotten by the North Koreans. They intend to reverse history at Inchon and Kangmung in the East. Your job is to lead a carrier air strike force against the landings and sweep for MiGs—both bombers and fighters. Be prepared for their new MiG-29s.

Missions 15, 16, and 18 (Huang Ten): You fly Mission 15 if you win Mission 11 (Kimshee Pot Warmers). You fly Mission 16 is you win Missions 12, 13, or 14 (Learned Lessons). You fly Mission 18 if you win Mission 17 (Buff a Load).

MISSION 15: HUANG TEN: ESCORT A-6E AIR STRIKE

Briefing: Good job escorting those bombers. With the success of the interdiction bombing, the main North Korean assault has slowed considerably. Your job is to lead the Marines in one of two amphibious landings. One group plans to go in at Wonsan, and the other at Lam p'o (near Nam p'o). Your job is to keep any MiGs away from the strike aircraft and the landing area.

- **Victory** All four of the A-6Es you escort must carry out their attacks and survive the mission.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, six LSTs, one E-2C, six F-14s (CAP 1, 3, Ready 5), one SH-2 (SAR Helo), six A-6Es, four F/A-18s, two F-15s, two F-5s (South Korean)
- **Enemy Forces** Eight MiG-21s, five MiG-23s, four MiG-19s, two MiG-29s
- **Neutral Forces** One MiG-29 (USSR), two Su-27s (PRC)
- **Situation** You and your wingman fly CAP northwest of the *Eisenhower*. LSTs carrying U.S. Marines off the east coast at Wonsan and off the west coast near Nam p'o prepare to land. The LSTs off Wonsan are covered by two F/A-18s. Two A-6Es strike the Lam p'o landing area while covered by two F/A-18s. Four A-6Es from the carrier strike the Wonsan landing area. You sweep the Wonsan area for any North Korean fighters before the A-6Es arrive. Four North Korean MiG-19s east of Yongbyong fly in a Ladder formation at 10,000 feet. These aircraft vector against the A-6Es you are guarding. The North Koreans fly five MiG-23s on CAP northwest of Wonsan at 18,000 feet. The other aircraft on both sides of the border are probably too far away to have any impact on the mission.

Four MiG-21s over Nam p'o were labeled "friendly" in the first released version of the game. In later versions, they may be correctly switched to "enemy" and dispute the activities near them. Either way they have little effect on your part of the mission.)

Figure 15-10
Huang Ten, Push 'Em Back Missions 15, 16, and 18

MISSION 16: HUANG TEN: ESCORT A-6E AIR STRIKE

This mission is a duplicate of Mission 15, except the five MiG-23s on CAP northwest of Wonsan have been reduced to four MiG-23s. After reading the briefing text below, refer to Mission 15 found earlier in this chapter for a description of the mission.

Briefing: With the success of the interdiction bombing, the main North Korean assault has slowed considerably. Your job is to lead the U. S. Marines in one of two amphibious landings. One group plans to go in at Wonsan and the other at Lam p'o (near Nam p'o). Your job is to keep any MiGs away from the strike aircraft and the landing area.

MISSION 18: HUANG TEN: ESCORT A-6E AIR STRIKE

This mission is a duplicate of Mission 15, except the two F-15s on CAP over Osan have been increased to four F-15s. After reading the briefing text below, refer to Mission 15 found earlier in this chapter for a description of the mission.

Briefing: Congratulations! The B-52s you escorted really pounded the North Koreans. Following the success of the bombing, the main North Korean assault has been slowed considerably. Your job is to lead the U. S. Marines in one of two amphibious landings. One group plans to go in at Wonsan and the other at Lam p'o (near Nam p'o). Your job is to keep any MiGs away from the strike aircraft and the landing area.

Mission 17 (Buff a Load): You fly Mission 17 if you lose Missions 12, 13, or 14 (Learned Lessons).

MISSION 17: BUFF A LOAD: AIR SUPERIORITY SWEEP TO CLEAR PATH FOR B-52 BOMBER ATTACK

Briefing: Our attacks failed to stop the North's landing efforts. To persuade them to leave, we have decided to send some B-52s from Guam. You are to escort them and keep enemy fighters away.

Their targets are the Chorwan Valley and the Inchon beachhead. SAMs and fighters will be everywhere. Remember that U.S. F-15s and F-16s, as well as ROK F-5s, F-4s, and F-16s may also be around.

- **Victory** All 10 B-52s must accomplish their goal of bombing the two North Korean beachheads near Wonsan and Inchon; six out of ten must survive the mission.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, eight F-14s (CAP 1,2,3, Ready 5), one SH-2 (SAR Helo), ten B-52s, two F-16s (South Korean), two F-5s (South Korean), two F-4s (South Korean)
- **Enemy Forces** Four MiG-21s, six MiG-23s, four MiG-29s
- **Neutral Forces** Two MiG-29s (USSR), two Su-27s (PRC)
- **Situation** You and your wingman launch, then fly to the mainland near the North Korean beachhead south of Wonsan. From that point, sweep the border between the two Koreas over to Inchon, eliminating any enemy fighters. Ten B-52s are on the east coast of South Korea . They bomb both North Korean beachheads in succession before turning back for Guam. Their flight path keeps them near North Korea for a substantial amount of time. The North Koreans have several CAPs in place: four MiG-29s at 22,000 feet over Pyongyang, four MiG-23s at 20,000 feet east of Pyongyang, two MiG-23s at 22,000 feet northwest of Wonsan, and two MiG-21s north-northwest of Wonsan at 19,000 feet. Two North Korean MiG-21s on CAP over Nam p'o patrol to various points in the vicinity before they vector to the lead group of five B-52s. Friendly F-4s, F-5s, and F-15s patrol the south side of the border.

Figure 15-11
Buff a Load, Push 'Em Back Mission 17

Missions 19 and 22 (Bears and Chinese Interceptors): You fly Mission 19 if you win Missions 15, 16, or 18 (Huang Ten). You fly Mission 22 if you win Missions 20 or 21 (Death from the Sky).

MISSION 19: BEARS AND CHINESE INTERCEPTORS: DRIVE OFF NEUTRAL AIRCRAFT ATTEMPTING TO INTERFERE WITH COMBAT OPERATIONS

Briefing: Our recent successes have drawn some attention. Because much of our fight has been projected from the carrier task force, the Soviets and Chinese have been running harassing sorties to keep our CAPs intercepting them. This prevents them from going into Korea. Your job is to keep the Soviets and Chinese away from our strike missions and still protect the fleet.

- **Victory** The F-14s that cover the A-6E air strike must reach their goals; six of the seven aircraft in the North Korean air strike (six MiG-23s and one MiG-29) must be destroyed.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, six F-14s (CAP 2, Escort), two F/A-18s (CAP 3), four A-6Es, one SH-2 (SAR Helo), two F-15s, two F-5s (South Korean)
- **Enemy Forces** Four MiG-21s, one MiG-29, six MiG-23s
- **Neutral Forces** One MiG-29 (USSR), one Tu-126 (USSR), one Tu-95D (USSR)
- **Situation** You and your wingman fly CAP to the northeast of your carrier. Four A-6Es take off with the intention of bombing the beachhead south of Wonsan. Before reaching this location, however, the A-6Es fly to several waypoints to the southeast. Four F-14s launch to cover the A-6Es, but they first fly to the northeast near you to investigate incursions by a Soviet Tu-95D and a Soviet Tu-126. At the same time, four North Korean MiG-23s, approximately 175 nautical miles northwest of you, fly to the east and then south, attempting to bomb one of the destroyers in the *Eisenhower's* screen. These MiG-23s are covered by two more MiG-23s and a MiG-29. The Soviet Tu-126 and a Soviet Tu-95D vector against the F-14s on escort duty. Contrary to the title of this mission, there are no longer any Chinese interceptors involved.

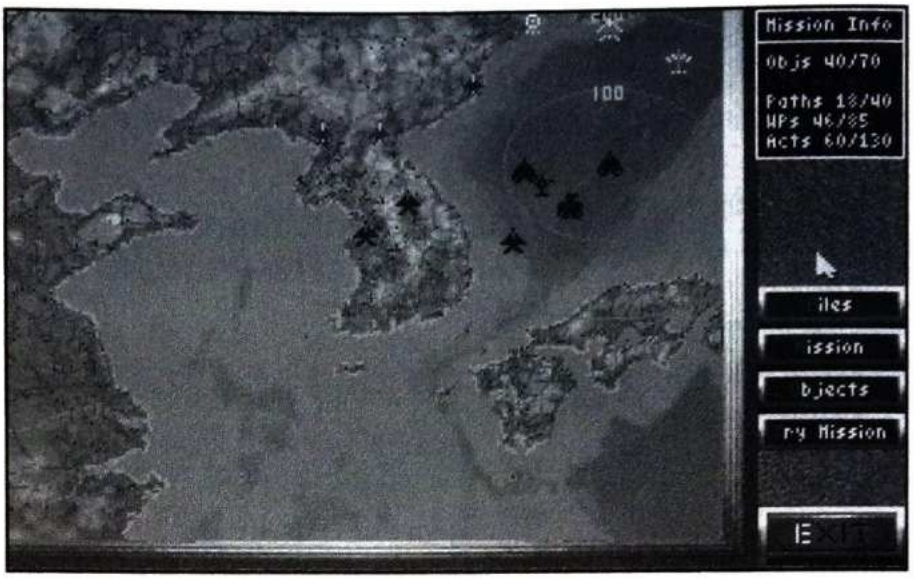


Figure 15-12
Bears and Chinese Interceptors, Push 'Em Back Missions 19 and 22

MISSION 22: BEARS AND CHINESE INTERCEPTORS: DRIVE OFF NEUTRAL AIRCRAFT ATTEMPTING TO INTERFERE WITH COMBAT OPERATIONS

This mission is a duplicate of Mission 19 except for the following:

- The two F/A-18s on CAP in Mission 19 have been deleted.
- The North Korean strike force of four MiG-23s has been reduced to two MiG-23s.
- The MiG-29 that was part of this force's cover has been deleted.
- The entire North Korean strike force of two attacking MiG-23s and two covering MiG-23s must be destroyed.

After reading the briefing text below, refer to Mission 21 found earlier in this chapter for a description of the mission.

Briefing: The 101st Airborne has created havoc among the North Korean forces. Now that we have some breathing room, we can do something about another problem. Because much of the fight has been projected from the carrier task force, the Soviets and Chinese have run harassing sorties to keep the CAPs busy, preventing them from going into Korea. Your job is to keep Soviet and Chinese aircraft away from our strike missions and still protect the fleet.

Missions 20 and 21 (Death from the Sky): You fly Mission 20 if you lose Missions 15, 16, or 18 (Huang Ten). You fly Mission 21 if you lose Mission 17 (Buff a Load).

MISSION 20: DEATH FROM THE SKY: ESCORT TRANSPORTS ON PARACHUTE DROP

Briefing: The U.S. Army stationed in Korea has been slugging it out on the ground for the past few weeks. Following the failure of our last interdiction mission, they could use some help. Your job is to escort four C-141 aircraft carrying the 101st Airborne. They must be dropped north of Pyongyang to cut off retreat to the north or to at least divide the remaining forces trapped between the surge from the south and the two amphibious landings. The Chinese have redeployed their newly acquired Su-27 aircraft from the Mongolian border to the North Korean side. The North Koreans have also begun to use their MiG-29s. MiG Alley and the Yalu River are in the vicinity. Your job is to protect the C-141 airborne drop. The Chinese are not players in the war yet, so the ROE are not to engage them unless they perform a hostile act.

- **Victory** All four of the C-141 transports must complete their drop and survive the mission.
- **Time** 20:29
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, eight F-14s (CAP 1, 2, 3, Ready 5), one SH-2 (SAR Helo), four C-141s, two F-15s, two F-5s (South Korean)
- **Enemy Forces** Four MiG-29s, two MiG-23s, two MiG-21s
- **Neutral Forces** Two Su-27s (PRC), one MiG-29 (USSR)
- **Situation** You and your wingman launch, then sweep ahead of the C-141s, flying first to Wonsan, then to Pyongyang, and then back to cover the C-141s. The sweep is intended to eliminate any North Korean fighter opposition before the very vulnerable C-141s approach. The C-141s are south-southwest of your carrier. They make their drop about 30 nautical miles north-northwest of Pyongyang, then fly eastward before turning south to land at Taegu. The main North Korean opposition consists of two MiG-29s at Nam p'o and two MiG-23s that form on the MiG-29s. These aircraft fly first to a point north of Pyongyang, then to a point north of

Wonsan, and then vector against the C-141s. Other opposition may come from two MiG-21s 30 nautical miles north of Pyongyang on CAP at 18,000 feet and two MiG-29s 50 nautical miles north of Wonsan on CAP at 22,000 feet. Two neutral Chinese Su-27s at Dalian fly north-northwest, then to Dadong, and then to a point 45 nautical miles west of the C-141s before returning to China to land.

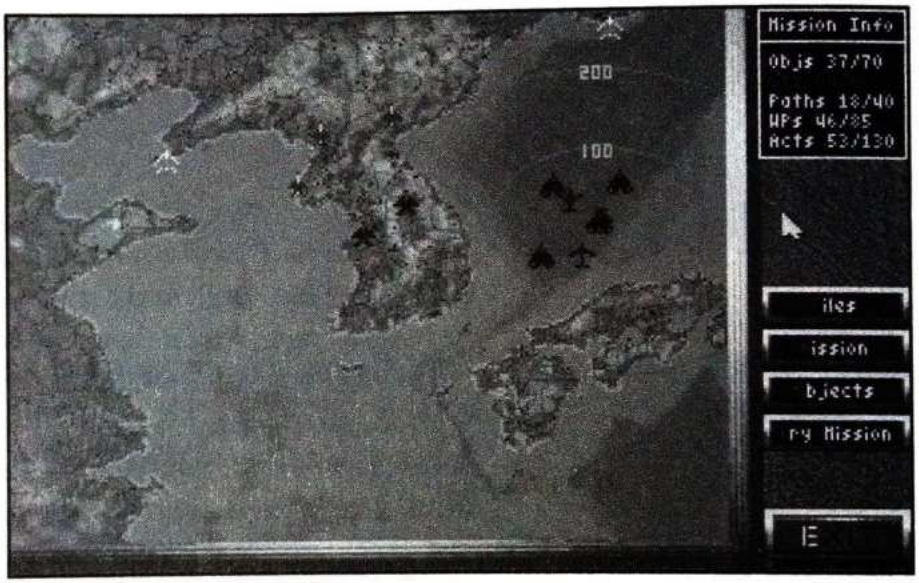


Figure 15-13
Death from the Sky, Push 'Em Back Missions 20 and 21

MISSION 21: DEATH FROM THE SKY: ESCORT TRANSPORTS ON PARACHUTE DROP

This mission is a duplicate of Mission 20, except the two MiG-29s on CAP north of Wonsan have been changed to MiG-23s and the two MiG-21s on CAP north of Pyongyang have also been replaced by two MiG-23s. After reading the briefing for the mission, refer to Mission 20 found earlier in this chapter and Figure 15-13 for a description of the rest of the mission.

Briefing: The U.S. Army stationed in Korea has been slugging it out on the ground for the past few weeks. The B-52s were unable to dislodge the North Korean forces, and our guys could use some help. Your job is to escort four C-141 aircraft carrying the 101st Airborne. They are dropped north of Pyongyang in order to cut off retreat to that direction or to at least divide the remaining

forces trapped between the surge from the south and the two amphibious landings. The Chinese have redeployed their newly acquired Su-27 aircraft from the Mongolian border to the North Korean side. The North Koreans have also begun to use their MiG-29s. MiG Alley and the Yalu river are in the vicinity. Your job is to protect the C-141 airborne drop. The Chinese are not players in the war yet, so the ROE is not to engage unless they perform a hostile act.

Mission 23 (Yalu Yahoo): You fly Mission 23 if you win Missions 19 or 22 (Bears and Chinese Interceptors). If you win Mission 23, you complete the campaign.

MISSION 23: YALU YAHOO: COVER AN F-111 AIR STRIKE

Briefing: The Chinese seem to think they have to prove they have some guts after you ran off the Soviet Bears and interceptors. Two Su-27s crossed the border and got within 30 nautical miles of our C-141s before they turned and made a run back for the border. Most of North Korean SAM capability is destroyed. The remainder of their air force has been conducting random strikes on our troops, which surround Pyongyang and have been pursuing their army toward China. Once airborne, the aircraft retreat into China under the border cover of Chinese aircraft and SAMs. Several South Korean F-16s have been lost to SAMs fired from China. Your mission is to lead a sweep for several F-111s whose targets are the harassing SAM sites. Expect Chinese interceptors, in addition to the Korean forces. Sweep north across the Yalu River, take it to them, and then deny, deny, deny.

- **Victory** All four of the F-111s must reach their targets and survive the mission.
- **Time** 0:00
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, eight F-14s (CAP 1, Ready 5, Escort 1, 2), one SH-2 (SAR Helo), four F-111s, three F-117As, four F/A-18s, two F-15s, two F-5s (South Korean)
- **Enemy Forces** Four MiG-21s, four MiG-29s, two MiG-19s, four Su-27s (PRC)

- **Neutral Forces** One MiG-29 (USSR)
- **Situation** You and your wingman launch, then sweep ahead of the F-111 and F-117A strikes. Your waypoints take you first to a point east of Dadong and then to Dadong itself. The F-111s take off from Taejon with three F-117As. These aircraft also fly to a point east of Dadong , then turn west to attack that city, bombing SAM batteries there. Four F-14s from the carrier link up with the F-111s to provide cover. At Dadong, the Chinese fly two Su-27s on CAP at 19,000 feet. Two other Chinese Su-27s fly from north of Baitabu to a point northwest of Yantai, then to a point east of Dalian, and then vector against the F-111s in a Wall formation. The North Koreans have several aircraft on CAP. The ones most likely to interfere with your mission are four MiG-29s northwest of Yongbyong flying CAP at 22,000 feet.

Figure 15-14
Yalu Yahoo, Push 'Em Back Mission 23

Missions 24, 25, and 26 (Trollin' for Trouble): You fly Mission 24 if you lose Missions 19 or 22 (Bears and Chinese Interceptors). You fly Mission 25 if you lose Missions 20 or 21 (Death from the Sky). You fly Mission 26 if you lose Mission 23 (Yalu Yahoo). If you win Missions 24, 25, or 26, you complete the campaign.

MISSION 24: TROLLIN' FOR TROUBLE: WARD OFF ENCROACHING NEUTRALS

Briefing: The Chinese were very upset about us interfering with their Bears and interceptors. They have sent a flight of B-7s out after any easy American target. Don't let them attack anything! Fly up right next to the leader and see if they will follow you away from the carrier. If you can escort them away before they fire, diplomatic channels may open. Meanwhile, the monsoon rains have stalled the fighting in Korea.

- **Victory** All four of the Chinese B-7s must be induced to turn back before they attack or are shot down.
- **Weather** Stormy
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, six F-14s (CAP 1, 2, Ready 5), one SH-2 (SAR Helo), two F-15s, two F-5s (South Korean)
- **Enemy Forces** Four MiG-21s, four B-7s (PRC), two J-7s (PRC)
- **Neutral Forces** One MiG-29 (USSR)
- **Situation** You and your wingman are on CAP southwest of your carrier. Four Chinese B-7s take off from Baitabu and fly toward your carrier battle group. If the B-7s can get close enough, they launch cruise missiles at the carrier. Induce the B-7s to turn away before that can happen. The B-7s are escorted by two J-7s.

MISSION 25: TROLLIN' FOR TROUBLE: WARD OFF ENCROACHING NEUTRALS

This mission is an exact duplicate of Mission 24 except for the different briefing text. After reading the briefing text below, refer to Mission 24 found earlier in this chapter for a description of the mission.

Briefing: Following the failure of the air drop mission, the fighting has become very confusing. Some of it has spilled over into Chinese territory. This has upset them greatly. They have sent a flight of B-7s out after any American targets. Don't let them attack anything! Fly right beside the leader of the B-7s and see if he will

follow you away from the carrier. If you can escort them away before they fire, diplomatic channels may open. Meanwhile, the monsoon rains have stalled the fighting in Korea.

MISSION 26: TROLLIN' FOR TROUBLE: WARD OFF ENCROACHING NEUTRALS

This mission is an exact duplicate of Mission 24 except for the different briefing text. After reading the briefing text below, refer to Mission 24 found earlier in this chapter for a description of the mission.

Briefing: The Chinese were very upset about our raids against their SAM sites. They have sent a flight of B-7s out after any American targets. Don't let them attack anything! Fly up next to the leader of the B-7s and see if you can get him you follow you. If you can escort them away before they fire, diplomatic channels may open. Meanwhile, the monsoon rains have stalled the fighting in Korea.

Mission 27 (Is the Big One Near?): You fly Mission 27 if you lose Missions 24, 25, or 26 (Trollin' for Trouble). Mission 27 completes the campaign, whether you win or lose.

MISSION 27: IS THE BIG ONE NEAR?: DEFEND FLEET AGAINST CRUISE MISSILE ATTACK

Briefing: It was unfortunate you were unable to make those B-7s turn away. China is furious that we downed their aircraft and demands retribution. Chinese Silkworm missiles are now headed towards a cruiser. Is the loss or damage of the cruiser retribution enough?

- **Victory** Destroy all eighteen Silkworm missiles.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, six F-14s (CAP 1, 2, Ready 5), one SH-2 (SAR Helo), two F-15s, two F-5s (South Korean)
- **Enemy Forces** Four MiG-21s, four Su-27s (PRC), 18 Silkworm missiles (PRC)

- **Neutral Forces** One MiG-29 (USSR)
- **Situation** You are on CAP southwest of your carrier. Your wingman is several nautical miles to your east. Eighteen Silkworm missiles launched by the Chinese from Baitabu fly toward a cruiser viewed in the *Eisenhower's* screen. The Chinese, North Koreans, and South Koreans all fly CAPs over certain cities. but these have no bearing on this mission.

Figure 15-16
Is the Big One Near?, Push 'Em Back Mission 27

PICK A CARD 16

The Pick a Card Campaign places your carrier group off the Korean peninsula with the North Korean invasion of South Korea underway. The USS *Eisenhower* and its air group support the South Korean Air Force during the conflict. During this campaign, however, carrier-based aviators battle much more extensively with the Soviet and Chinese, both allies of the North Koreans.

The majority of the aircraft on the North Korean side are still the outmoded MiG-21s and MiG-23s, with a few MiG-29s. The Chinese commit their advanced Su-27s during several missions, plus some J-7s. The Soviets deploy an aircraft carrier near their air base at Nakihuda: a jump jet carrier that only carries Yak-38 Forgers. The Soviets have a number of other aircraft types available, including MiG-29s, Su-27s, the very fast MiG-31s, and several types of bombers.

The South Korean Air Force has very little impact on the campaign, as in the others in this theater. Their few F-5s fly CAP south of the border in most missions. Their F-16s take an active role in a few missions. United States Air Force F-15s also act mainly as CAPs below the border and are rarely drawn into the action.

You fly the typical escort and defensive missions, but the numbers are usually stacked against you. In many missions, you must take the initiative because no waypoints are set up to take you right to the action. Carefully review the victory conditions for each mission and concentrate on fulfilling those objectives before engaging in other activities that may distract you.

SITUATION AND MISSIONS

The general situation in this theater is shown in Figure 14-1 and described in Table 14-1, both found in Chapter 14. The placement of airports and ground targets remains as it was in the Return to the ROK Campaign described in Chapter 14.

The Pick a Card Mission Tree is shown in Figure 16-1. An explanation of how to read this tree is found at the start of Chapter 5. However, the campaigns in India and Korea follow a different flow than the campaigns in the Mediterranean and the North Cape.

Note that there are 28 possible missions in this campaign, though no more than 13 are played in any one continuous campaign. Winning either Mission 24 or 26 (Northern Lights Out), completes the campaign, as does winning or losing Missions 25, 27, or 28 (Cruising Silk Descent). The remainder of this chapter describes the individual missions of this campaign. For each mission, an accompanying situation map showing the starting location of the forces on each side is also provided.

Weather and time are random for all missions unless otherwise noted. There are no neutral forces in any mission of this campaign. All enemy forces are either North Korean, Chinese, or Soviet.

MISSION 1: BADGERS AND BLINDERS: WARN OFF INTRUDING AIRCRAFT

Briefing: The shoot down has caused a significant increase in Soviet-flown sorties. The Tu-95 Bears are D models primarily interested in gathering data and probing for weaknesses in your fleet's defense. The Tu-16 Badgers and Tu-22 Blinders are more attack oriented.

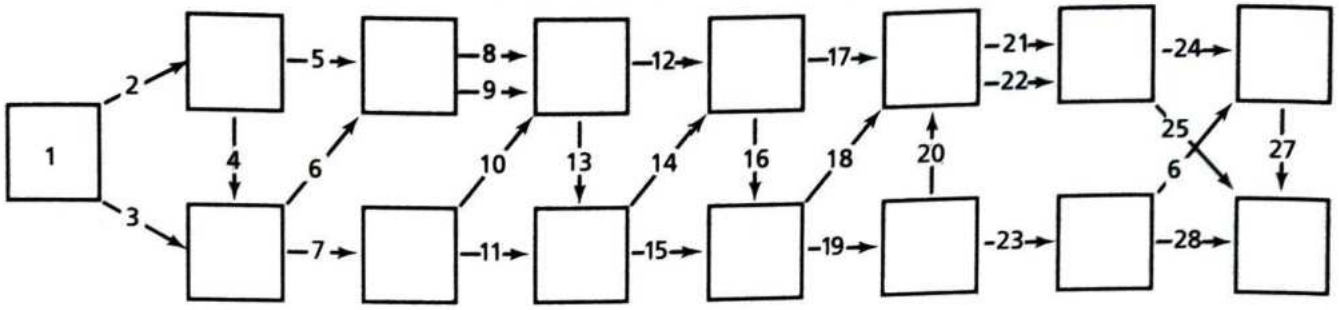


Figure 16-1 Pick a Card Mission Tree

Mission #	Name	Mission #	Name
1	Badgers and Blinders	15 and 16	Pyongyang Boomerang
2	Cappers and Sweepers	17, 18, and 20	Moss on the North Side
3 and 4	Cruisers CAP	19	CAP Waiting
5 and 6	Kitchen Comin' at Ya	21 and 22	Big Yak Attack and Beagle Bonanza
7	Reform Counterstrike	23	Crippled Cat
8, 9, and 10	Flogging Seoul	24 and 26	Northern Lights Out
11 and 13	Instant Foreign Aid	25, 27, and 28	Cruising Silk Descent
12 and 14	Full Court Press		

They have been incorporated into the Red Orchid exercise as stand-off cruise missile platforms and conventional bombers. Your job is to keep them or their weapons outside of the 200 nautical mile bubble.

- **Victory** All five of the following Soviet aircraft must survive the mission: two Tu-16s, two Tu-22s, and one Tu-95D.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, six F-14s (CAP 2, 3, Ready 5), two F-15s, one SH-2 (SAR Helo), two F-5s (South Korean)
- **Enemy Forces** our MiG-21s, four SU-27s, one MiG-29, two Tu-16s, two Tu-22s, one Tu-95D
- **Situation** You and your wingman are on CAP to the northeast of your carrier. Two Soviet Tu-16 Badgers currently 100 nautical miles west-southwest of Nakihuda fly to a point south of Nakihuda. They then move to a point southeast of Nakihuda before heading directly toward your carrier. Two Soviet Tu-22 Blinders patrol 50 nautical miles southeast of Nakihuda. They fly to their west to a point near where the Tu-16s began their

mission, then fly directly toward the carrier. A single Soviet Tu-95D now also 50 nautical miles southeast of Nakihuda also advances directly toward the carrier.

Mission 2 (Cappers and Sweepers): You fly Mission 2 if you win Mission 1 (Badgers and Blinders).

Figure 16-2
Badgers and Blinders, Pick a Card Mission 1

MISSION 2: CAPPERS AND SWEEPERS: WARN OFF INTRUDING AIRCRAFT

Briefing: Good job bouncing those bombers! See if you can keep up the good work. The Chinese have provided CAP and sweep aircraft for the amphibious operation exercise. This amphibious group now heads farther southwest than is appropriate for a landing in North Korea. Your job is to escort the Chinese fighters along a more proper path while preserving the 200 nautical mile bubble. If a group of aircraft get too close, fly next to the leader of that group and see if he follows you; if he does, lead him away.

- **Victory** All 14 of the Chinese aircraft (eight J-7s and six Su-27s) must survive the mission.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, six F-14s (CAP 1, 3, Ready 5), one SH-2 (SAR Helo), two F-15s, two F-5s (South Korean)

- **Enemy Forces** Four LSTs, four MiG-21s, two Mi-8s (Helos), one MiG-29, eight Su-27s, eight J-7s, six Su-27s
- **Situation** You and your wingman fly CAP northwest of your carrier. Four North Korean LSTs are off the coast near Wonsan, ostensibly practicing amphibious invasions. Two Mi-8 helicopter gunships cover these ships. As part of the exercise, Chinese J-7 and Su-27 aircraft fly in over the intended landing area. Your task is to keep these aircraft from straying too close to your carrier. A single Su-27 200 nautical miles north of your carrier flies southwest, then to Wonsan as part of the exercise. Two flights of two Su-27s patrol 150 nautical miles north of you. One flight follows the single Su-27 and eventually heads for Wonsan. The second flight turns to the south rather than toward Wonsan, and unless warned off, flies directly toward your carrier. Four Chinese J-7s now 30 nautical miles east of Nakihuda fly southwest, then on toward Wonsan. Another single Su-27 now 70 nautical miles east of Nakihuda flies southeast. This aircraft, unless warned off, then heads directly toward your carrier. Two J-7s 100 nautical miles east of Nakihuda fly southwest, then on toward Wonsan.

Figure 16-3
Cappers and Sweepers, Pick a Card Mission 2

Missions 3 and 4 (Cruiser CAP): You fly Mission 3 if you lose Mission 1 (Badgers and Blinders). You fly Mission 4 if you lose Mission 2 (Cappers and Sweepers).

MISSION 3: CRUISER CAP: DEFEND AGAINST AIR ATTACK

Briefing: Your failure to keep the bombers away has made the Soviets confident enough to send more bombers after the fleet. A Tu-16 Badger was able to get off a few good shots and has disabled one of your cruisers. Yak-38 Forgers have moved inbound and intend to finish her off. Do not allow this to happen. Several of our ASW (anti-submarine warfare) helicopters are in the area dipping for possible "hungry" subs.

- **Victory** Both of the friendly guided missile cruisers (CGs) must survive; all eight of the Soviet Yak-38 bombers (not the four Yak-38 fighters) must be destroyed.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, six F-14s (CAP 2,3, Ready 5), one SH-2 (SAR Helo), two SH-3s (ASW Helos), two F-15s, two F-5s (South Korean)
- **Enemy Forces** One CV, two CGs, three DDGs, one SSN, four MiG-21s, two MiG-29s, two Su-27s, fourteen Yak-38s (all enemy forces except MiG-21s belong to the USSR)
- **Situation** You and your wingman fly CAP northeast of your carrier. The two cruisers of your task force are to your east, while two SH-3 helicopters overhead hunt for submarines. A Soviet submarine lurks south-southeast of your carrier, while a Soviet carrier task force prowls to the northwest, 50 nautical miles southeast of Nakihuda. These ships are screened by two Su-27s and two Yak-38s on CAP. Four Yak-38 bombers now 75 nautical miles southwest of their carrier fly at 15,000 feet. These bombers attack your cruisers from the north, covered by two Yak-38 fighters. Four other Yak-38 bombers are 100 nautical miles southeast of their carrier flying at 4,000 feet. These bombers, which are also covered by two Yak-38 fighters, attack your cruisers from the east.

MISSION 4: CRUISER CAP: DEFEND AGAINST AIR ATTACK

This mission is a duplicate of Mission 3, except the briefing is different. After you read the briefing text, refer to the Mission 3 description, above.

Figure 16-4
Cruiser CAP, Pick a Card Missions 3 and 4

Briefing: Since you were unable to keep those aircraft out of our airspace, the Soviets decided to attempt an attack against the fleet. A Tu-16 Badger was able to get off a few good shots and has disabled one of our cruisers. The inbound Yak-38 Forgers plan to finish her off. Do not allow this to happen. Several of our ASW helicopters are in the area dipping for possible "hungry" subs.

Missions 5 and 6 (Kitchen Comin' at Ya): You fly Mission 5 if you win Mission 2 (Cappers and Sweepers). You fly Mission 6 if you win Missions 3 or 4 (Cruiser CAP).

MISSION 5: KITCHEN COMIN' AT YA: SHOOT DOWN BELLIGERENT AIRCRAFT

Briefing: Congratulations! You did a good job keeping those planes away. However, the Soviets seem to think they can sneak something through. Under cover of a jamming Tu-95D Bear that patrols the area and the leading AGI craft of the Soviet fleet out of Vladisvostock, a Kitchen missile has been launched at our fleet with predictable results. Leave your CAP position and punish the offenders.

- **Victory** Both Tu-95Gs must be shot down.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, six F-14s (CAP 2, 3, Ready 5), one SH-2 (SAR Helo), two F-15s, two F-5s (South Korean)
- **Enemy Forces** One CV, two CGs, three DDGs, four MiG-21s, four IL-28s, 15 MiG-23s, three MiG-29s, 10 Su-27s, one Tu-95D, two Tu-95Gs, one AS-4 (Kitchen anti-ship missile)
- **Situation** You and your wingman are on CAP northeast of your carrier when the Kitchen missile is launched. The two Tu-95Gs are about 40 nautical miles southwest of their carrier, which is east-southeast of Nakihuda. The Tu-95Gs fly CAP at 31,000 feet. A single Tu-95D radar jammer is nearby flying CAP at 32,000 feet. Three pairs of Su-27s provide cover for the Tu-95s. The Su-27s are at 27,000, 28,000, and 29,000 feet. The missile is about 200 nautical miles north of the carrier and targeted against one of the cruisers in the screen. You vector against one of the Tu-95Gs. The Soviets have two Su-27s on CAP to the southwest of their carrier and two more to the south.

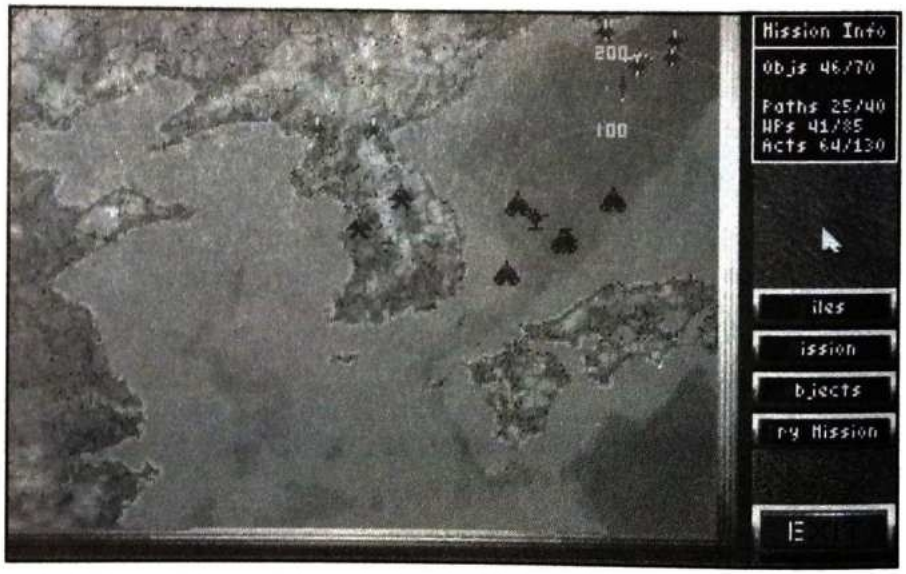


Figure 16-5
Kitchen Comin' at Ya, Pick a Card Missions 5 and 6

MISSION 6: KITCHEN COMIN' AT YA: SHOOT DOWN BELLIGERENT AIRCRAFT

This mission is a duplicate of Mission 5 except that one of the Tu-95Gs is covered by two Yak-38s, rather than Su-27s. After you read the briefing text, refer to the Mission 3 description above.

Briefing: Excellent! The damaged cruiser has been repaired and is returning to the fleet. It looks like the Soviets wanted one last shot at it, though. Under cover of a jamming Bear patrolling the area and the leading AGI craft of the Soviet fleet out of Vladisvostock, a Kitchen missile has been launched at our ships with predictable results. Your job is to leave your CAP position and punish the offenders.

Mission 7 (Reform Counterstrike): You fly Mission 7 if you lose Missions 3 or 4 (Cruiser CAP).

MISSION 7: REFORM COUNTERSTRIKE: ESCORT NAVAL AIR STRIKE

Briefing: The fatal combination of the Yak-38 Forger attacks and a well-placed torpedo shot have doomed your cruiser. Rescue operations are underway, but the loss of life has been high. Diplomacy be damned! Your mission is to lead a strike of A-6Es and F/A-18s against the Soviet SAG (surface action group). The SAG is close enough to the mainland for you to expect land-based fighters to help provide cover, in addition to ship-based Forgers.

- **Victory** Eight of the 12 A-6Es and F/A-18s taking part in this mission must make their attacks and survive.
- **Friendly Forces** One CVN (*Eisenhower*), one CG, three DDGs, one E-2C, eight F-14s (CAP 1, 2, Cover 1, Cover 2), one SH-2 (SAR Helo), six A-6Es, six F/A-18s, two F-15s, two F-5s (South Korean)
- **Enemy Forces** One CV, two CGs, three DDGs, two MiG-29s, four MiG-31s, four Su-27s, four Yak-38s, four MiG-21s
- **Situation** You and your wingman launch, then help cover the six A-6Es in the air strike. The A-6Es attack the destroyers and carrier in the enemy task force. Six F/A-18s attack the enemy cruisers. Each of the attacking groups is covered by two F-14s, in addition to you and your wingman. The Soviets fly four Su-27s on CAP at 21,000 feet, 35 nautical miles southwest of their ships, as well as four Yak-38s on CAP at 17,000 feet, 40 nautical miles southeast of their ships. The approach of your air strike passes between the center of these two CAP stations. The Soviets also have four MiG-31s near Nakihuda in a Box formation at 10,000 feet. These advanced fighters vector against you.

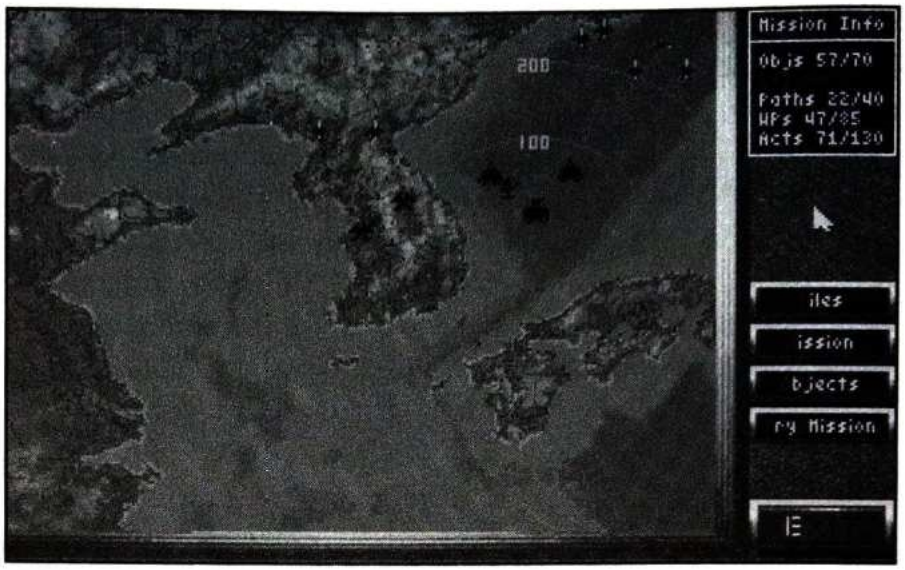


Figure 16-6
Reform Counterstrike, Pick a Card Mission 7

Missions 8, 9, and 10 (Flogging Seoul): You fly Mission 8 if you win Missions 5 or 6 (Kitchen Comin' at Ya). You fly Mission 9 if you lose Missions 5 or 6 (Kitchen Comin' at Ya). You fly Mission 10 if you win Mission 7 (Reform Counterstrike).

MISSION 8: FLOGGING SEOUL: INTERCEPT AND DEFEAT AIR ATTACK

Briefing: Good job! The Soviets will have to think twice before they try something like that again. The North Koreans must have thought the Soviets would keep us busier and distract our attention longer. They have launched a strike on Seoul. Several flights of MiG-23 aircraft are inbound. Chemical weapons may be carried by some of the ground attack MiGs. Leave your CAP position and intercept the bombers. F-15s and F-5s have also been deployed to intercept the bombers, and we have launched the Ready 5 aircraft. Expect the North Koreans to use their new MiG-29s.

- **Victory** All 12 of the ground attack MiG-23s must be shot down.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, six F-14s (CAP 1, 3, Ready 5), one SH-2 (SAR Helo), four F-15s, four F-5s (South Korean)

- **Enemy Forces** Eight MiG-21s, 13 MiG-23s, three MiG-29s, two Su-27s
- **Situation** You and your wingman are airborne on CAP northwest of your carrier. The North Koreans have 12 ground attack MiG-23s in three groups of four aircraft: one north of Pyongyang (covered by two MiG-21s and one MiG-29), one northeast of Pyongyang (covered by two MiG-21s), and one northwest of Wonsan (covered by one MiG-29 and one MiG-23). These aircraft cross the border and bomb Seoul. In addition, two Su-27s now northeast of Pyongyang fly to Seoul to establish a CAP there. These aircraft fly in a Box formation at 11,000 feet. You and your wingman leave your CAP position northwest of your carrier, fly to Seoul, and attempt to intercept the North Korean MiGs. The Ready 5 of two F-14s cover you. Additional help may come from four F-15s over Osan and four South Korean F-5s east of Seoul.

Figure 16-7
Flogging Seoul, Pick a Card Missions 8, 9, and 10

MISSION 9: FLOGGING SEOUL: INTERCEPT AND DEFEAT AIR ATTACK

This mission is a duplicate of Mission 8 except for the following: only one Su-27 attempts to establish a CAP over Seoul, not two, and two additional Soviet MiG-29s fly from Nakihuda to Wonsan, where they land. After reading the briefing text below, refer to Mission 8 found earlier in this chapter for a description of the mission.

Briefing: The Soviets are probably very pleased with themselves right now. They have shown they can take pot shots at our carrier group without serious reprisal. The North Koreans also must think we are weak. They have launched a strike on Seoul. Several flights of MiG-23 aircraft are inbound. Chemical weapons may be carried by some of the ground attack MiGs. Leave your CAP position to help friendly F-15s and F-5s stop the bombers. The Ready 5 aircraft are also headed their way. Expect the North Koreans to use their new MiG-29s.

MISSION 10: FLOGGING SEOUL: INTERCEPT AND DEFEAT AIR ATTACK

This mission is a duplicate of Mission 8 except for the following: two MiG-23 fighters cover the bombing group north of Wonsan, not one, and two Soviet MiG-29s from Nakihuda fly to Wonsan, where they land. After reading the briefing text below, refer to Mission 8 found earlier in this chapter for a description of the mission.

Briefing: After the damage we took from the first attack and the failure of our counterstrike, we look weak. The North Koreans must think we are unable to interfere with any attacks they make. They have just launched a strike on Seoul. Several flights of MiG-23 aircraft are inbound. Chemical weapons may be carried by some of the ground attack MiGs. Leave your CAP position and intercept the bombers. We have launched the Ready 5 aircraft to help you, and friendly F-15s and F-5s are already in the area. Expect the North Koreans to use their new MiG-29s.

Missions 11 and 13 (Instant Foreign Aid): You fly Mission 11 if you lose Mission 7 (Reform Counterstrike). You fly Mission 13 if lose Missions 8, 9, or 10 (Flogging Seoul).

MISSION 11: INSTANT FOREIGN AID: INTERCEPT REINFORCEMENT TRANSPORTS

Briefing: While we were reorganizing after our failed counterstrike against the Soviets, the North Koreans have been busy. They have

launched a number of attacks against targets in the South. Seoul has been reeling from massive conventional and chemical attacks. However, the Communist amphibious attack is bogged down in the mud flats of the Yellow Sea. In order to advance the attack more rapidly, the Soviets have sent in supplies and "advisors" via An-26 parachute drops. Strip off the transport's escorts, then stop the resupply.

- **Victory** All six of the An-26 transports must be shot down.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, six F-14s (CAP 2, 3, Ready 5), one SH-2 (SAR Helo), two F-15s, two F-5s (South Korean)
- **Enemy Forces** Four MiG-21s, seven MiG-29s, six An-26s, six B-7s, four J-7s
- **Situation** You and your wingman fly CAP northeast of your carrier and about 75 nautical miles south-southeast of the An-26 parachute drop zone near Nam p'o. The An-26s are now west of Dadong over the Chinese coast. They fly at 10,000 feet and at 250 knots. They move southeast to the drop zone, then turn north to Pyongyang, where they land. The transports are covered by six MiG-29s. At the same time, six Chinese B-7s at Liuting initiate an attack run against your carrier, covered by four J-7s.

Figure 16-8
Instant Foreign Aid, Pick a Card Missions 11 and 13

MISSION 13: INSTANT FOREIGN AID: INTERCEPT REINFORCEMENT TRANSPORTS

This mission is a duplicate of Mission 11 except for the different briefing. After reading the briefing below, refer to Mission 11 found earlier in this chapter for a description of the rest of the mission.

Briefing: Seoul has been reeling from massive conventional and chemical attacks. The Communist amphibious attack is now bogged down in the mud flats of the Yellow Sea. To advance the attack more rapidly, the Soviets have sent in supplies and "advisors" via An-26 parachute drops. Strip the escorts from the transports, then stop the resupply.

Missions 12 and 14 (Full Court Press): You fly Mission 12 if you win Missions 8, 9, or 10 (Flogging Seoul). You fly Mission 14 if you win Missions 11 or 13 (Instant Foreign Aid).

MISSION 12: FULL COURT PRESS: INTERCEPT HOSTILE BOMBERS

Briefing: Seoul is still in good shape, thanks to you. However, this may prove to be only a temporary condition. Tu-16 Badgers and Tu-22 Blinders have joined formation with J-7 and Su-27 aircraft near the Chinese-North Korean-Russian borders They are headed south. Several flights of South Korean F-16s heading North to intercept have been engaged by an oppressive SAM defense. F-15 and F-16 aircraft have been deployed to fly CAP near the DMZ (demilitarized zone). Your job is to flank the bombers and destroy them.

- **Victory** Six of the eight bombers (four Tu-16s and four Tu-22s) must be shot down.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, eight F-14s (CAP 1, 2, 3, Ready 5), one SH-2 (SAR Helo), two F-15s, eight F-16s (South Korean)
- **Enemy Forces** Four MiG-21s, four Su-27s, one MiG-29, four Tu-16s, four Tu-22s, two J-7s

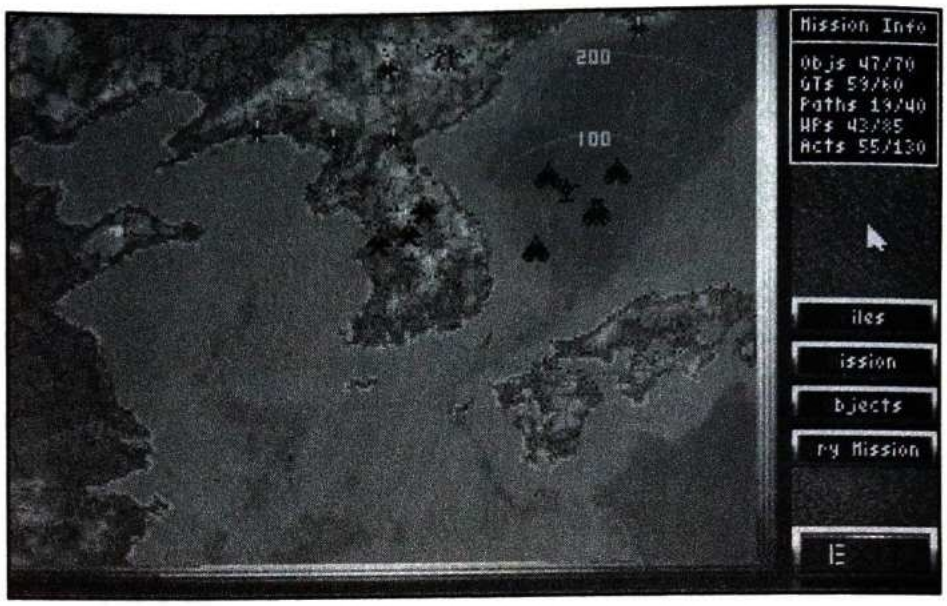


Figure 16-9
Full Court Press, Pick a Card Missions 12 and 14

✪ **Situation** You and your wingman launch and then fly to the coast of North Korea near Wonsan. From there, you direct against the four Tu-16s coming south to bomb Seoul. The Soviet bombers (four Tu-16s and four Tu-22s) are now about 100 nautical miles northeast of Pyongyang. These aircraft fly to the Seoul area, where they attack ground targets, including Hawk batteries. Four Chinese Su-27s cover the Tu-16s, and two J-7s cover the Tu-22s. While you attack the bomber formation from the east, they run head-on into four South Korean F-16s now southeast of Seoul. Other help may come from two F-15s on CAP over Osan and two additional F-16s on CAP east of Seoul.

MISSION 14: FULL COURT PRESS: INTERCEPT HOSTILE BOMBERS

This mission is a duplicate of Mission 12 except for the following: the Tu-16s are covered by two Chinese Su-27s, not four, and the Tu-22s are escorted by two MiG-29s in addition to the two J-7s. After reading the briefing below, refer to Mission 12 found earlier in this chapter for a description of the rest of the mission.

Briefing: Since we stopped that first air drop, it looks like the Soviets have decided to try to drop something a little more lethal. Tu-16 Badgers and Tu-22 Blinders have joined formation with

J-7 and Su-27 aircraft at the Chinese-North Korean-Russian borders. They are headed south. Several flights of South Korean F-16s heading north to intercept have been engaged by an oppressive SAM defense. F-15 and F-16 aircraft are on CAP at the DMZ. Your job is to flank the bombers and destroy them.

Missions 15 and 16 (Pyongyang Boomerang): You fly Mission 15 if you lose Missions 11 and 13 (Instant Foreign Aid). You fly Mission 16 if you lose Missions 12 or 14 (Full Court Press).

MISSION 15: PYONGYANG BOOMERANG: ESCORT A-6E AIR STRIKE

Briefing: Following the successful enemy air drop, we have decided that the best defense is an aggressive offense. Since Seoul is in shambles, why not make it difficult on the leadership of the North in return? You are to escort a strike package into the North and hit targets near Nam p'o, Yongbyong, and Wonsan.

- **Victory** Four of the six A-6Es you escort must carry out their attacks and survive the mission.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, eight F-14s (CAP 1, 2, 3, Ready 5), one SH-2 (SAR Helo), six A-6Es, two F/A-18s, two F-15s, two F-5s (South Korean)
- **Enemy Forces** Two MiG-21s, two MiG-23s, five MiG-29s
- **Situation** You and your wingman launch, then help escort six A-6Es that then strike targets in North Korea. The A-6Es hit the airport at Nam p'o, the nuclear plant at Yongbyong, and then the airport and a SAM battery near Wonsan. Two F/A-18s also launch to help cover the bombers. The North Koreans have two MiG-21s on CAP near Nam p'o at 17,000 feet, two MiG-23s on CAP north of Pyongyang at 18,000 feet, and four MiG-29s north of Wonsan at 19,000 feet.

MISSION 16: PYONGYANG BOOMERANG: ESCORT A-6E AIR STRIKE

This mission is a duplicate of Mission 15, except the two F/A-18s that help cover the A-6Es in Mission 15 are replaced with the two

Figure 16-10
Pyongyang Boomerang, Pick a Card Missions 15 and 16

F-14s flying CAP over the carrier. After reading the briefing text below, refer to Mission 15 found earlier in this chapter for a description of the complete mission.

Briefing: The best defense is an aggressive offense. Since Seoul is in shambles, why not make it difficult on the leadership of the North in return? You must escort a strike package into the North and hit targets in Nam p'o, Yongbyong, and Wonsan.

Missions 17, 18, and 20 (Moss on the North Side): You fly Mission 17 if you win Missions 12, or 14 (Full Court Press). You fly Mission 18 if you win Missions 15 or 16 (Pyongyang Boomerang). You fly Mission 20 if you win Mission 19 (CAP Waiting).

MISSION 17: MOSS ON THE NORTH SIDE: HUNT ENEMY RADAR INTELLIGENCE AIRCRAFT

Briefing: Congratulations! With your help, our forces were able to defeat that last attack. To slow them down even more, we have decided to send you out to take care of the Tu-126 Moss they have been using for battlefield management. We believe that the information it has gathered led to the last two attacks. Make sure the Moss can't give them any more information.

- **Victory** The Soviet Tu-126 Moss must be shot down.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, eight F-14s (CAP 1, 2, 3, Ready 5), one SH-2 (SAR Helo), two F-15s, two F-5s (South Korean)
- **Enemy Forces** Four MiG-21s, six MiG-29s, six Su-27s, one Tu-126
- **Situation** You and your wingman launch and vector against the Soviet Tu-126 Moss on station far to the northwest of Nakihuda. You attempt to shoot down the Moss. The Soviets fly two MiG-29s on CAP southeast of Nakihuda. They have four MiG-29s southwest of Nakihuda at 19,000 feet. These aircraft direct to a point about 100 nautical miles southwest of Nakihuda, very close to the path of your direct flight to the Tu-126. In addition, the Soviets fly four Su-27s northwest of the Tu-126 in a Box formation at 19,000 feet. These aircraft vector directly against you.

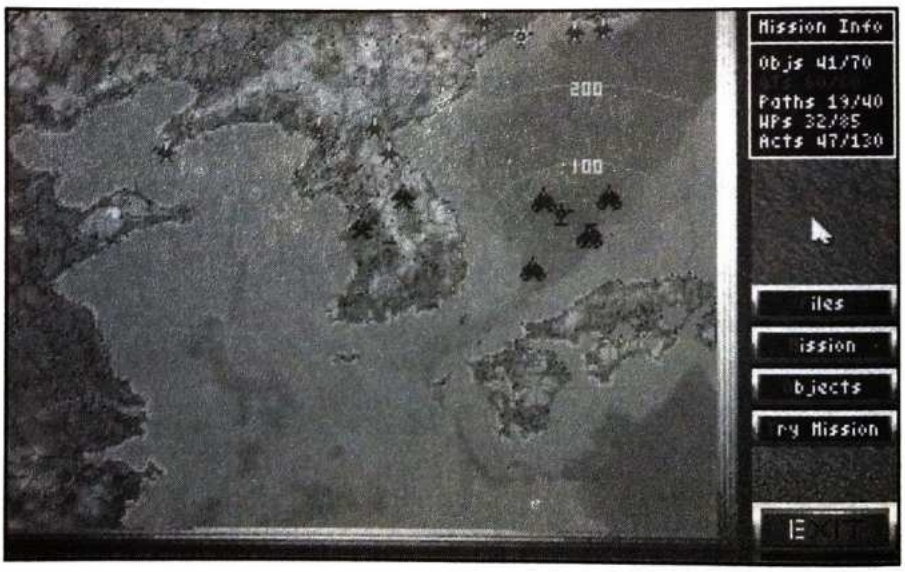


Figure 16-11
Moss on the North Side, Pick a Card Missions 17, 18, and 20

MISSION 18: MOSS ON THE NORTH SIDE: HUNT ENEMY RADAR INTELLIGENCE AIRCRAFT

This mission is a duplicate of Mission 17, except two North Korean MiG-21s have been added at Wonsan. These aircraft vector against you. After reading the briefing text below, refer to Mission 17 found earlier in this chapter for a description of the mission.

Briefing The North Koreans are better organized then we'd like. We have decided that this is mainly due to intelligence gathered by the Tu-126 Moss deployed by the Soviets. Your mission is to kill the Moss.

MISSION 20: MOSS ON THE NORTH SIDE: HUNT ENEMY RADAR INTELLIGENCE AIRCRAFT

This mission is a duplicate of Mission 17, except the briefing is different. After reading the briefing text below, refer to Mission 17 found earlier in this chapter for a description of the mission.

Briefing: Even with the Foxbats out of the picture, the North has been obtaining good information. This is mainly due to the intelligence gathered by the Soviet Tu-126 Moss. Your mission is to kill the Moss.

Mission 19 (CAP Waiting): You fly Mission 19 if you lose Missions 15 or 16 (Pyongyang Boomerang).

MISSION 19: CAP WAITING: INTERCEPT ENEMY RECONNAISSANCE AIRCRAFT

Briefing: Even though the strike didn't work out as we had hoped, it did some good. Both sides have slowed down and have been assessing battle damage. Several MiG-25 reconnaissance flights have been detected by our E2-C and AWACS. Your job is to knock down the Foxbats.

- **Victory** The two Soviet MiG-25 reconnaissance aircraft must be shot down.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, six F-14s (CAP 1, 3, Ready 5), one SH-2 (SAR Helo), two F-15s, two F-5s (South Korean)
- **Enemy Forces** Four MiG-21s, five MiG-29s, two MiG-25s, two Su-27s
- **Situation** You and your wingman fly CAP to the northwest of your carrier. Two Soviet MiG-25s are near Wonsan at an altitude of 32,000 feet and a speed of over 1,100 knots. They fly within 100 nautical miles of your

carrier before carrying on to Nakihuda. They fly separately, with the second one following behind the first on the same course. Your mission to shoot down these MiG-25s becomes complicated by four Soviet MiG-29s now 130 nautical miles north-northwest of you. These four aircraft fly in a Wall formation at 19,000 feet and vector against you.

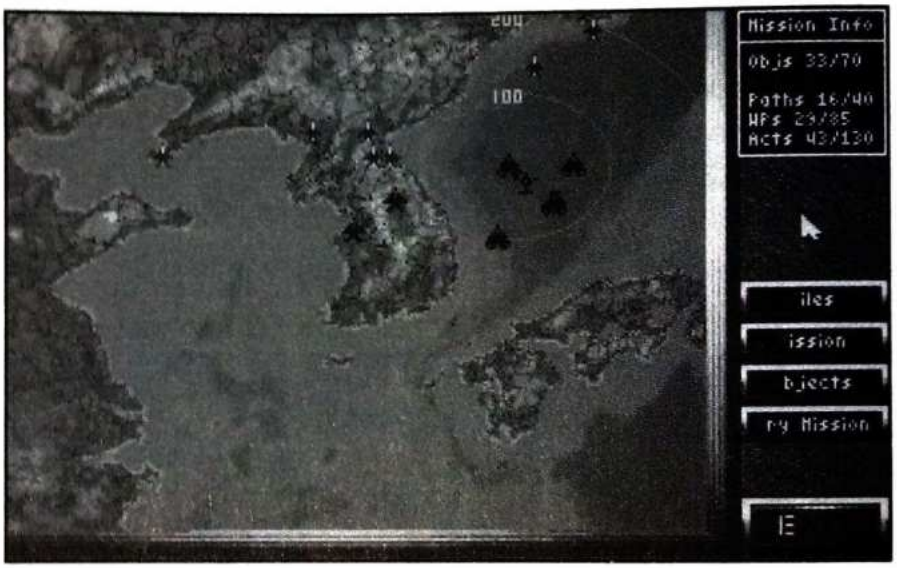


Figure 16-12
CAP Waiting, Pick a Card Mission 19

Missions 21 and 22 (Big Yak Attack and Beagle Bonanza): You fly Mission 21 if you win Missions 17, 18, or 20 (Moss on the North Side). You fly Mission 22 if you lose Missions 17, 18, or 20 (Moss on the North Side).

MISSION 21: BIG YAK ATTACK AND BEAGLE BONANZA: DEFEND FLEET AGAINST YAK-38 ATTACK

Briefing: The Soviets weren't happy with our splashing their Tu-126 Moss. Now, the Soviet fleet approaches from the northeast. A flight of Yak-38 Forgers has been engaged to skim in and stop your carrier operations. From the west, a group of IL-28 Beagles now head toward the eastern end of the DMZ. Your mission is to proceed from your CAP position and stop the Yak-38 Forgers. F/A-18s have been launched to help you. The Ready 5 aircraft have been ordered to launch and take care of the Beagles.

- **Victory** All six of the Yak-38 bombers must be shot down.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, six F-14s (CAP 2, 3, Ready 5), one SH-2 (SAR Helo), two F/A-18s, two F-15s, two F-5s (South Korean)
- **Enemy Forces** Four MiG-21s, five MiG-29s, four Su-27s, 10 Yak-38s, six IL-28s
- **Situation** You and your wingman are airborne on CAP to the northeast of your carrier. To the north of you, the Soviet carrier group is located about 50 nautical miles southeast of Nakihuda. The Soviet fleet has one Su-27 on CAP to its southwest and two Yak-38s on CAP to its southeast. Fifty nautical miles to the south of the Soviet carrier, the strike group of aircraft advances to attack your fleet. This strike group consists of six Yak-38 bombers flying at 6,000 feet, two Yak-38 fighters flying at 8,000 feet to provide cover, and two Su-27s forming on the Yak fighters to help provide cover. You attempt to intercept this force with the help of two F/A-18s covering you. Unless you stop them, the Yak bombers attack a cruiser and the carrier. At the same time, another Soviet air attack takes place near the DMZ south of Wonsan. The aircraft making this attack are six IL-28 Beagles now 100 nautical miles northeast of Wonsan, covered by four MiG-29s. Two F-14s from your carrier launch, then attempt to intercept this force.

Figure 16-13
Big Yak Attack and Beagle Bonanza, Pick a Card Missions 21 and 22

MISSION 22: BIG YAK ATTACK AND BEAGLE BONANZA: INTERCEPT SOVIET IL-28 BEAGLE ATTACK

This mission is almost a duplicate of Mission 21, but enough changes have been made that a detailed briefing is included below. Refer to Figure 16-13 to see where the various forces are deployed.

Briefing: It appears that going after the Tu-126 Moss has annoyed some people. The Soviet fleet now approaches from the northeast. A flight of Yak-38 Forgers has been deployed to skim in and stop your carrier operations. From the west, a group of IL-28 Beagles are headed toward the eastern end of the DMZ. One of our CAPs has been launched to stop the Forgers, and another one has been sent to join you in stopping the Beagles.

- **Victory** All six of the IL-28 bombers must be shot down.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, eight F-14s (CAP 1, 2, 3, Ready 5), one SH-2 (SAR Helo), two F-15s, two F-5s (South Korean)
- **Enemy Forces** Four MiG-21s, five MiG-29s, four Su-27s, 10 Yak-38s, six IL-28s
- **Situation** You and your wingman are airborne to the northwest of your carrier. To the north of you, the Soviet carrier group is located about 50 nautical miles southeast of Nakihuda. The Soviet fleet has one Su-27 on CAP to its southwest and two Yak-38s on CAP to its southeast. Fifty nautical miles to the south of the Soviet carrier, the strike group of aircraft comes in to attack your fleet. This strike group consists of six Yak-38 bombers flying at 6,000 feet, two Yak-38 fighters flying at 8,000 feet to provide cover, and two Su-27s forming on the Yak fighters to help provide cover. The two F-14s of the Ready 5 along with the two F-14s of CAP 1 intercept this force. At the same time, another Soviet air attack takes place near the DMZ south of Wonsan. The aircraft making this attack are six IL-28 Beagles now 100 nautical miles northeast of Wonsan, covered by four MiG-29s. You attempt to intercept this force while being covered by the two F-14s of CAP 3.

Mission 23 (Crippled Cat): You fly Mission 23 if you lose Missions 19 (CAP Waiting).

MISSION 23: CRIPPLED CAT: ESCORT A DAMAGED F-14 SAFELY HOME

Briefing: Because we didn't get the MiG-25 Foxbats the first time, we thought we'd try again. What we thought were reconnaissance Foxbats were actually armed fighters. An F-14 Tomcat we sent to intercept them has been damaged by an Acrid missile. As the Ready 5, you must now respond to his mayday calls on guard. There are several inbound Soviet, Chinese, and Korean fighters hoping for another step towards ace.

- **Victory** The damaged F-14 must survive the mission.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, seven F-14s (CAP 1, 2, 3, damaged), one SH-2 (SAR Helo), two F-15s, two F-5s (South Korean)
- **Enemy Forces** Four MiG-21s, two MiG-23s, one MiG-29, two MiG-25s, two Su-27s
- **Situation** You and your wingman launch, then fly north to aid a damaged F-14 now about 200 nautical miles distant. The damaged F-14 limps along at an airspeed of about 300 knots and an altitude of 10,000 feet. Two North Korean MiG-23s launch from Pyongyang and attempt to intercept the damaged F-14. Two Chinese Su-27s launch from Yantai and come after him, as well. Two Soviet MiG-25s now near the city of Dadong fly south at 600 knots. They may be able to catch the damaged F-14 from behind.

Missions 24 and 26 (Northern Lights Out): You fly Mission 24 if you win Missions 21 or 22 (Big Yak Attack and Beagle Bonanza). You fly Mission 26 if you win Mission 23 (Crippled Cat). If you win Missions 24 or 26, you complete the campaign. If you lose Mission 26 after having won Mission 23, you complete the campaign as well.

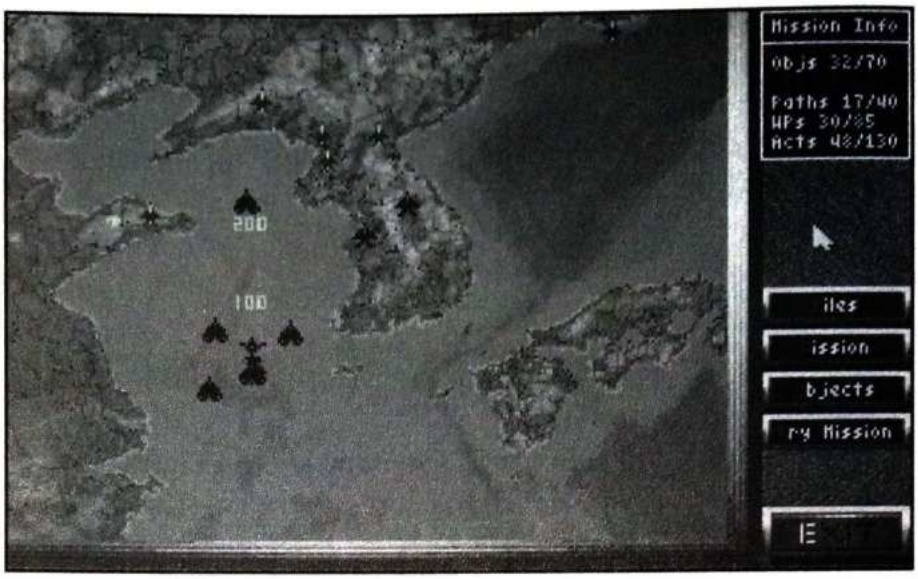


Figure 16-14
Crippled Cat,
Pick a Card Mission 23

MISSION 24: NORTHERN LIGHTS OUT: ESCORT AN F-111 AIR ATTACK

Briefing: Following the last enemy attacks against the carrier and the DMZ, it has been decided that enough is enough. It is time to stop the North Korean attempt to overrun the South once and for all. Your mission is to lead a sweep of F-111 aircraft on a mission to bomb Pyongyang. From Kwang-Ju, F-15s launch to bomb the DMZ. From Kunsan, F-16s have been ordered to take out several airfields in the North. F-117s have been deployed to destroy the nuclear facilities at Yongbyong. F-15 aircraft will be sweeping out in front of this package. The Chinese have committed their J-7 and Su-27 aircraft. The North Koreans have dedicated MiG-21s, 23s, and 29s. You can be pretty sure the Soviets will add their own surprise to this party, as well.

- **Victory** Four of the six F-111s must complete their attacks and survive the mission.
- **Time** 23:24
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, eight F-14s (CAP 1, 2, 3, Ready 5), one SH-2 (SAR Helo), six F-111s, two F-117As, 14 F-15s, four F-16s (South Korean)
- **Enemy Forces** Two MiG-21s, four MiG-23s, four MiG-31s, four Tu-95Gs, four AS-4s (cruise missiles), four Su-27s, four J-7s

✪ **Situation** You and your wingman are airborne northwest of your carrier. To your west, six F-111s fly to the coast near Wonsan, then move on to bomb the airport at Pyongyang. You attempt to cover the F-111s. Two F-15s now south of the DMZ's east end sweep for enemy fighters to a point east of Yongbyong. Four additional F-15s follow this sweep with an identical one. Four F-15s north of Kunsan bomb ground targets north of Seoul. Four South Korean F-16s south of the eastern DMZ bomb the airport at Wonsan. Two F-117As now northeast of Kangnung attack in succession the nuclear plant, then the airport at Yongbyong.

The North Koreans have two MiG-21s on CAP north of Pyongyang and four MiG-23s on CAP north of Wonsan. Four Soviet MiG-31s 100 nautical miles west-southwest of Nakihuda fly in a Wall formation at 15,000 feet and at 700 knots to Wonsan, where they intend to land. The Chinese have four Su-27s and four J-7s 50 nautical miles north of Pyongyang. The Su-27s fly in a Box formation at 10,000 feet toward the Seoul area, then on to land at Wonsan. The J-7s are in a Ladder formation at 10,000 feet. They go on CAP southeast of Pyongyang. Finally, four Soviet Tu-95Gs are on CAP at 39,000 feet, 75 nautical miles north-northwest of Wonsan. These aircraft launch four AS-4 cruise missiles that are headed for ground targets around Seoul, Inchon, and Osan.

Figure 16-15
Northern Lights Out, Pick a Card Missions 24 and 26

MISSION 26: NORTHERN LIGHTS OUT: ESCORT F-111 AIR ATTACK

This mission is an exact duplicate of Mission 24 except for the different briefing text. After reading the briefing text below, refer to Mission 24 found earlier in this chapter for a description of the mission.

Briefing: Good job bringing that F-14 Tomcat home. The damage was relatively minor and should be fixed soon. It has been decided that it is time to stop this attempt by the North Koreans to overrun the South. Your mission is to lead a sweep of F-111 aircraft on a mission to bomb Pyongyang. From Kwang-Ju, F-15s launch to bomb the DMZ. From Kunsan, F-16s have been ordered to take out several airfields in the North. F-117As have been deployed to destroy the nuclear facilities at Yongbyong. F-15 aircraft will be sweeping out in front of this attack. The Chinese have committed J-7 and Su-27 aircraft. The North Koreans have MiG-21s, 23s, and 29s. You can be sure the Soviets will add their own surprise to this party, as well.

Missions 25, 27, and 28 (Cruising Silk Descent): You fly Mission 25 if you lose Missions 21 or 22 (Big Yak Attack and Beagle Bonanza). You fly Mission 27 if you lose Mission 24 (Northern Lights Out). (If you lose Mission 26, the campaign ends.) You fly Mission 28 if you lose Mission 23 (Crippled Cat). Missions 25, 27, or 28 complete the campaign, whether you win or lose.

MISSION 25: CRUISING SILK DESCENT: DEFEND FLEET AGAINST CRUISE MISSILE ATTACK

Briefing: In this war of attrition, there is a need for escalation. The U.S. presence is annoying, and the enemy's recent successes have built up their confidence. Cruise missiles from land-based sites in the Soviet Union, cruise missiles from Soviet and Chinese submarines, and Silkworm missiles from China are now inbound to the fleet. Scud missiles have been deployed south from Korea. The American defense is really being tested. Kum so Hami Da!

- **Victory** The six ships in the U.S. fleet (one CVN, two CGs, and three DDGs) must all survive the attack.
- **Friendly Forces** One CVN (*Eisenhower*), two CGs, three DDGs, one E-2C, six F-14s (CAP 1, 3, Ready 5), one SH-2 (SAR Helo), two F-15s, two F-5s (South Korean)
- **Enemy Forces** Four SSNs, four MiG-21s, one MiG-29, eight Silkworm missiles, eight AS-4 missiles, eight Scud missiles
- **Situation** You and your wingman are on CAP northwest of your carrier. Eight Silkworm missiles are launched by the Chinese from Baitabu and fly toward a cruiser in the *Eisenhower's* screen. Eight additional AS-4 cruise missiles are launched from the Soviet Union north of Dadong and fly toward the *Eisenhower*. Eight Scud missiles also are launched from North Korean and fly toward your fleet. The Scuds are area weapons that cannot be accurately aimed, making them the least dangerous of the in bound missiles. Submarines close on your carrier: two from the southeast, one from the west, and one from the north. However, you can do nothing about them. The Soviets, North Koreans, and South Koreans all have CAPs over certain cities, but these will have no bearing on this mission.

Figure 16-16
Cruising Silk Descent, Pick a Card Missions 25, 27, and 28

MISSION 27: CAUSING SILK DESCENT: DEFEND FLEET AGAINST CRUISE MISSILE ATTACK

This mission is an exact duplicate of Mission 25, except the Chinese now have two Su-27s at Liuting. These aircraft fly at 17,000 feet, 600 knots. They move to a position about 25 nautical miles west of your carrier, then fly on to Baitabu. After reading the briefing text below, refer to Mission 25 found earlier in this chapter for a description of the mission.

Briefing: In this war of attrition, there is a need for escalation. Our enemies found our last attempt to stop the North very annoying. Cruise missiles from land-based sites in the Soviet Union, cruise missiles from Soviet and Chinese submarines, and Silkworm missiles from China head inbound toward the fleet. Scud missiles have been deployed south from North Korea. The American defense is really being tested. Kum so Hami Da!

MISSION 28: CAUSING SILK DESCENT: DEFEND FLEET AGAINST CRUISE MISSILE ATTACK

This mission is an exact duplicate of Mission 25, except the Ready 5 consists of only one F-14, not two. After reading the briefing text below, refer to Mission 25 found earlier in this chapter for a description of the mission.

Briefing: In this war of attrition, there is a need for escalation. The U. S. presence is annoying. Cruise missiles from land-based sites in the Soviet Union, cruise missiles from Soviet and Chinese submarines, and Silkworm missiles from China head inbound toward the fleet. Scud missiles have been deployed south from Korea. The American defense is really being tested, especially after losing that last F-14. Kum so Hami Da!

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